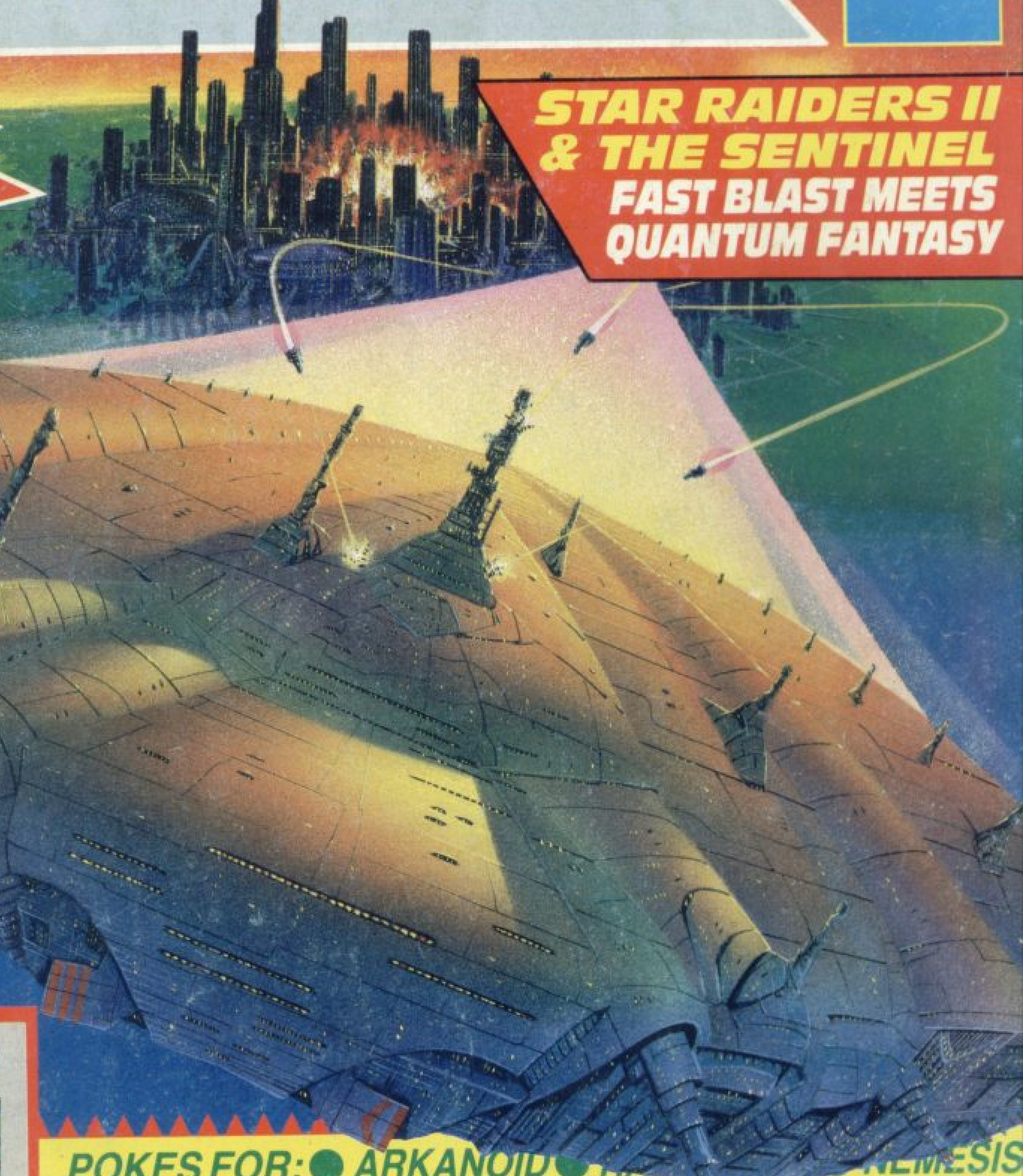
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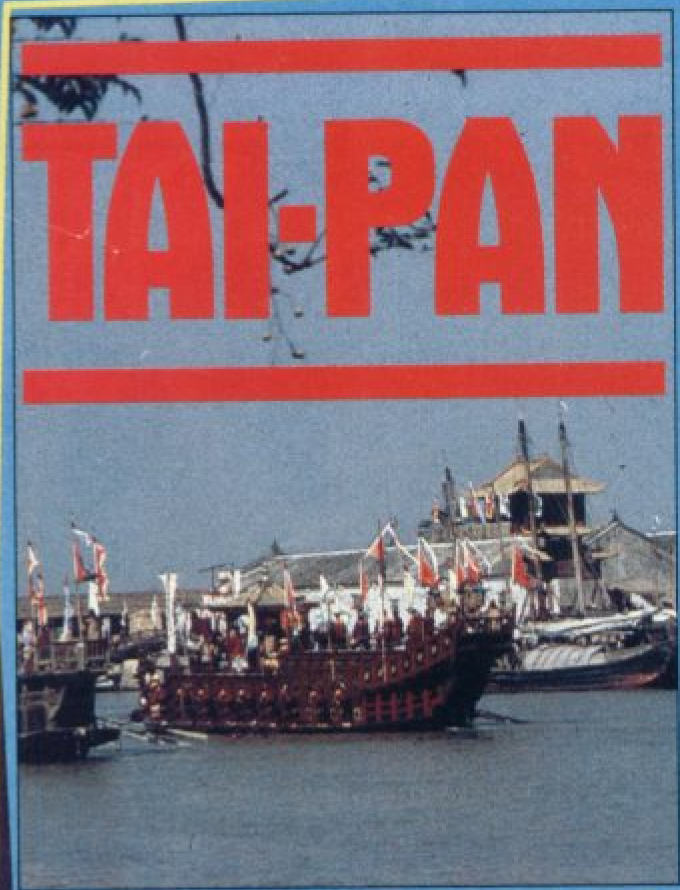
PREVIEW



OCEAN'S FIRST 128K MEGAGAME

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Authors of No. 1 Blockbuster, Batman, Jon Ritman and Bernie Drummond present **'Head over Heels'** – Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only w[ay] we can overcome the emperor Blacktooth.

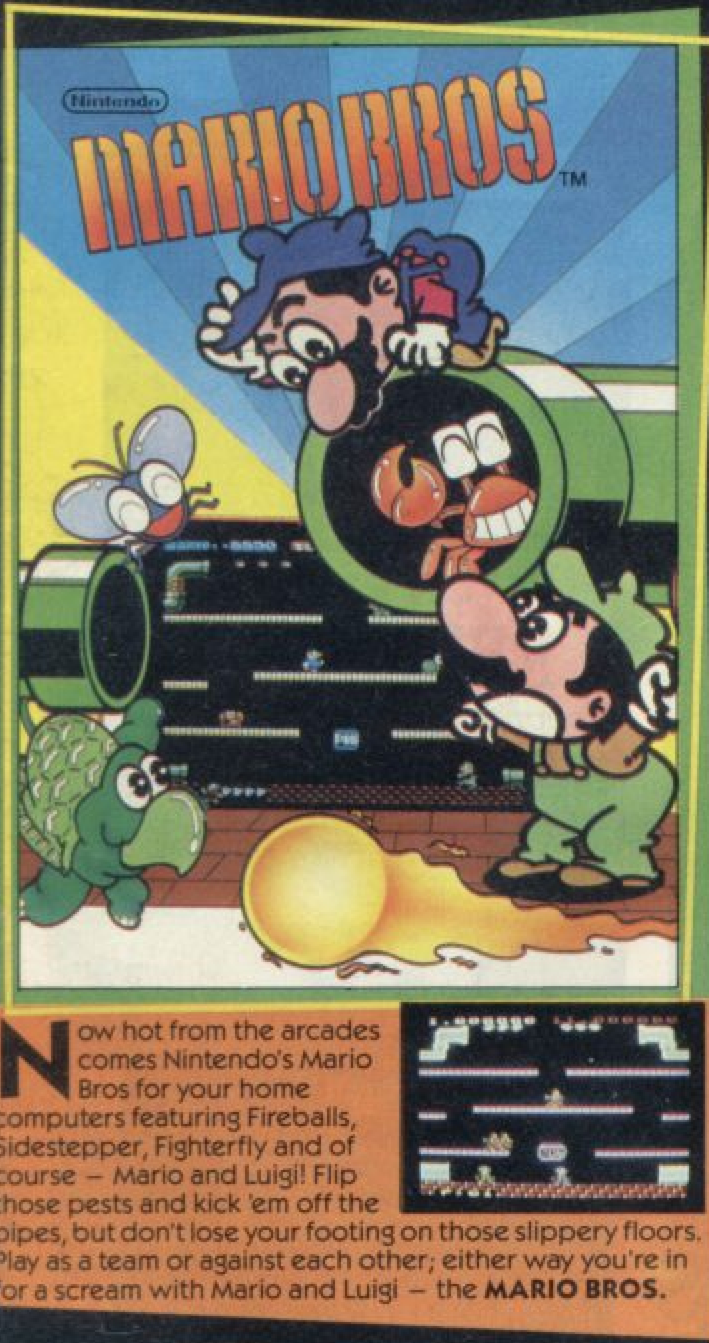
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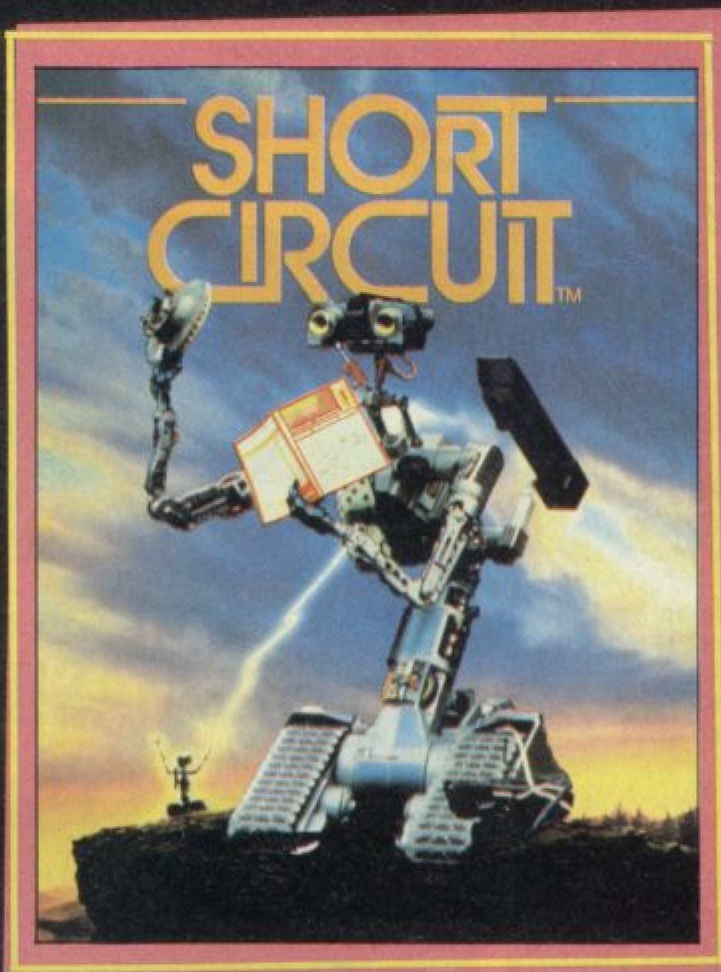
Screen shots taken from various computer formats.

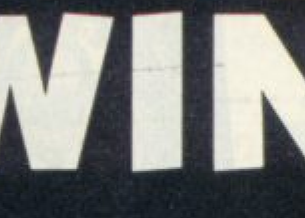
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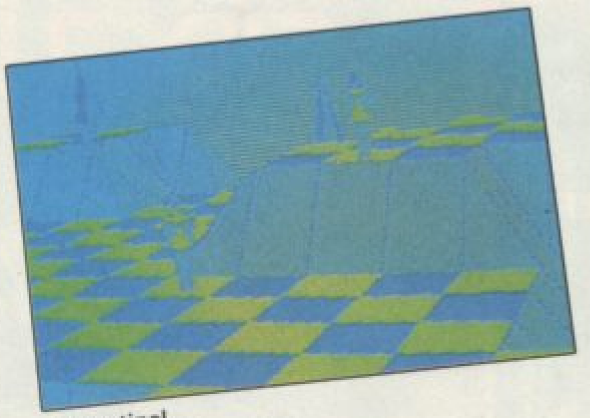
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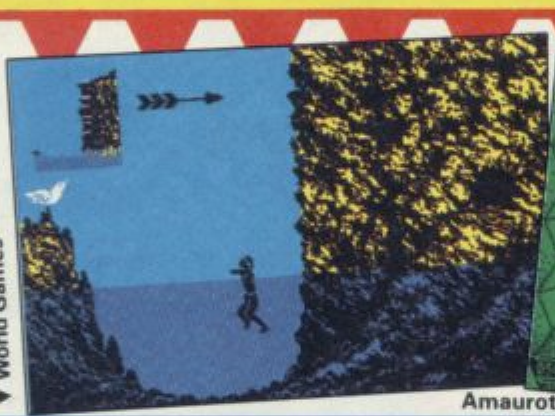
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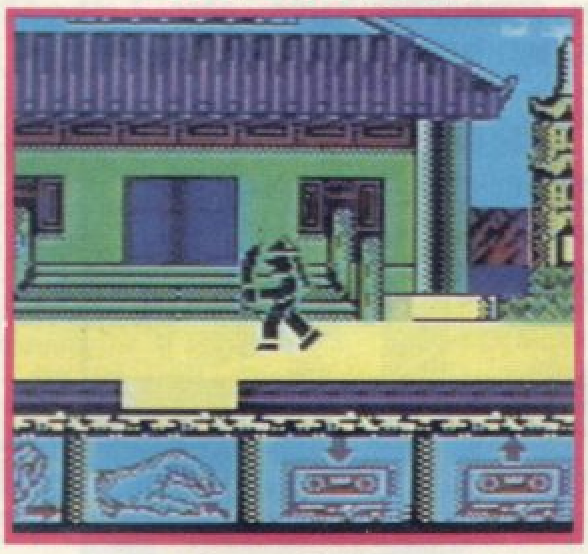
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STRATEGY

128K MEGA-PREVIEW



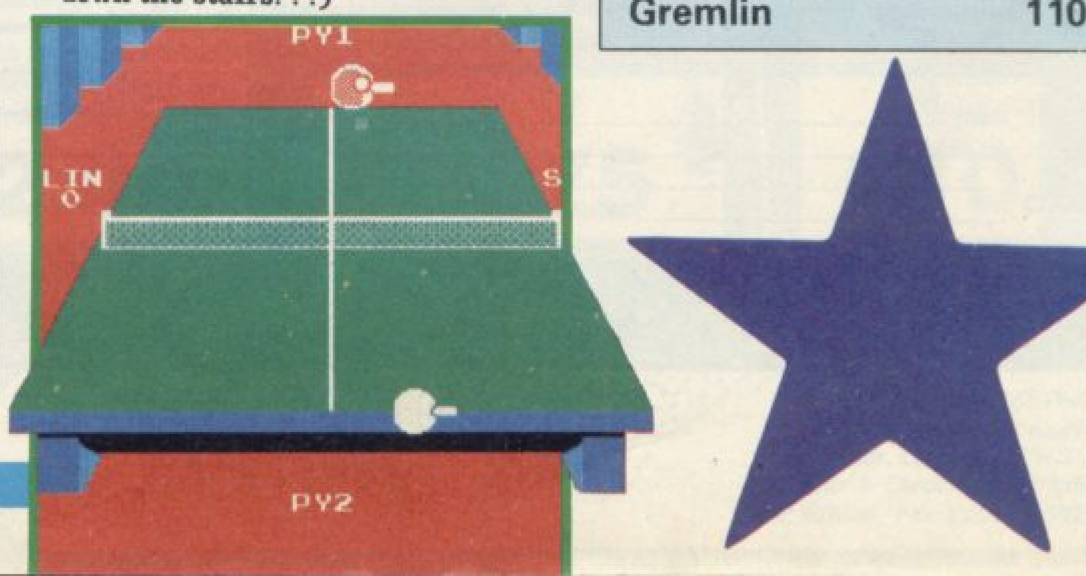
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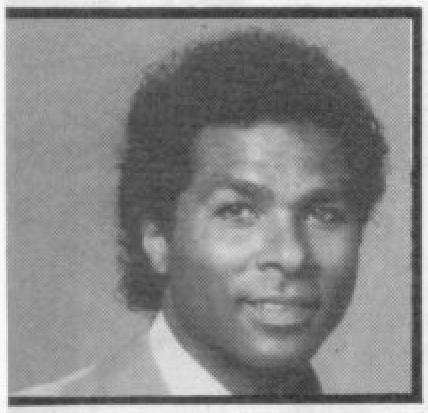
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IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you think.
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .
And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug

Harvey Headbanger Firebird

I totally agree about what's been said about Harvey Headbanger. It's brilliant. The graphics are good, for £1.99 the game play is good, but could be a bit faster, but I suppose that's what keeps the game addictive. The way you die with only eye left is good and when the winner swings round the bar it's brilliant. The tune is catchy, tuneful and better than most games. I'd say it's well worth buying■

Peter Barfield
Cheshire
Game Choice: Short Circuit





Uridium Hewson

In issue 58 a certain Mark Turner tells us that Uridium is a very hard game. What on earth is he talking about? Although it is very hard I was on level 5 in less than 2 days. Is he a goldfish or something? The scrolling is unbelievably smooth and very fast. The way your Manta craft loops back over is excellently done too. The graphics show some of the best detail I have ever seen, even if they are monochrome but this does not let the game down.
Excellent job Hewson■

Mike Hood
Manchester
Game Choice:
Xeno



Jailbreak Konami

How can you give this game five stars? It is utterly pathetic. I could think of loads of other games which deserved a classic, and you have given less than five stars. Take Gauntlet, that deserves more than a classic, and you only gave it five stars! So you're telling me that Jailbreak is as good as Gauntlet. Gauntlet makes Jailbreak look like Hungry Horace (Good game). After seeing your review, being an arcade fan and seeing what you said, I rushed out to buy it. When I got home, I was disgusted by the total and absolute patheticness of this game.

This doesn't mean I won't buy your mag cos I will, I'll just be more careful before believing you■

Simon Brown
Southsea
Game Choice:
Shadow Skimmer

Hive Firebird

You were wrong about Hive. No way is it worth 5 stars. The graphics are effective, but not exactly state of the art. Though you may not think so at first sight, but all those circles dashing about the screen do actually create quite a good tunnel effect.

Once the initial novelty had worn off there wasn't much of a game left and I quickly got bored. It is also too hard to be compelling and the number of keys contributes a lot to the difficulty, there are just too many. There is no repitition in the sound. There are hardly any effects and no tunes.



Don't waste your money on this■

Johnathan Marshall
Egerton
Game Choice:
Bomb Jack II



Green Beret Konami/ Imagaine

Oh no, not another irritatingly, boring 'rescue the captives' type game I hear you moan.

Green Beret is far from that, it's fab. It leaves Commando, Rambo and all those other "one man army" type games, in the cold.

The graphics may not be the best I have ever seen and there is a fair amount of colour clash on it, but you know what the Spectrum's like. Its programmers have done an excellent job. Well done Imagine

I would liked to have seen what US gold or Elite could have done with it though. You were spot on with your review■

Steven Wilkie
West Lothian
Game Choice:
Rogue Trooper



Super Soccer Imagine

I disagree bitterly with its 4 star rating given in February's issue. I am an addicted fan of Match day, so when I heard about Super Soccer, I rushed out to buy a copy. After ploughing my way through mountains of instructions. I eagerly loaded up the game. After a neat little screen and tune I was really getting excited about the game. But then instant horror! Super Soccer is just *so* unplayable, not a patch on Match Day. The ball is practically impossible to control properly, the players slide straight pass the ball without making contact and the free kicks are just plain daft. Imagine have left me feeling terribly disappointed as some great ideas have failed to be capitalised on, and instead of a superior version of Match Day, Imagine have released pure trash!!■

Michael Scotney
Cornwall
Game Choice:
Konami Golf





Glider Rider Quicksilva

You were absolutely correct! Glider Rider is ace!! The sound track is excellent and the graphics superb. The controls are hard to master but after a short time become second nature.

I have only one objection, after a while it gets a bit boring doing the same thing over and over again without the excitement of doing something new.

The plot is good and original and is only spoilt by being able to go everywhere straight away■

Anthony Lawrence
Bristol
Game Choice:
Aliens

write stuff...



Gauntlet
US Gold

You were right Aliens is super!! It has excellent graphics and a frightening atmosphere around it. The two colours restriction has some advantages because you don't get any colour clashes. The animation is out of this world. A game worth every penny■

Imane Massard
Geneva, Switzerland
Game Choice:
Gauntlet

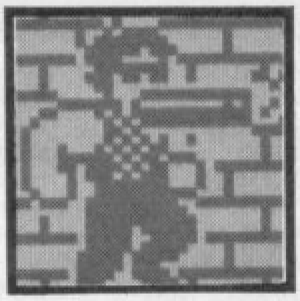
Tomahawk
Digital Integration

My Name's Paul O'Dowd
And I'm no fool,
To be quite honest,
I really am cool,
I have a computer
And spent a few pounds
On a game called TOMAHAWK,
That never got off the ground.

You said it was good,
I say you were wrong,
So I sent you this letter,
In the form of a song,
Simulation games are not worth the money
In future I'll buy
An adventure that's funny■

Paul O'Dowd
Ireland
Game Choice:
Express Rider

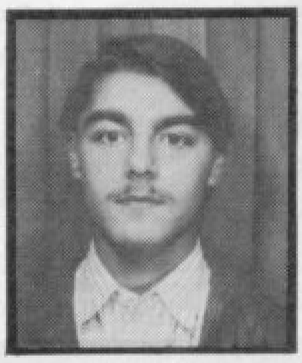




Cobra
Ocean

I myself think it deserves more than 3 stars, I mean it's not everyday you get such a smooth scrolling background. The hamburgers with their over the top breathing, and the Grannies with rocket launchers??? Well with all that I rate it 5 stars not 3 and its well worth £7.95■

William Jeffery
Portsmouth
Game Choice:
Last Ninja



Ultimate I
US Gold

This collection of stone aged games which you reviewed as a 5 star shoot out is not like as you portrayed it to be (phew!). I mean how can you be expected to pay near to a tenner for a collection of fossels, when you could spend your hard earned tenner on something better such as They Sold a Million I and II, and also the new number III. Anyway a tenner is most of a Quick shot II joystick. So as a conclusion I reckon you should review Ultimate II■

Jason Vincinanza
Leicester
Game Choice:
Gauntlet

Terra Cresta
Ocean

I am writing this letter to ask your reviewers one simple question? Do You Know What Your'e Talking About: On purchasing your February edition, I noticed that you had given Masters of the Universe and Terra-Cresta the same rating of three stars each, how can you possibly do this? Masters of the Universe doesn't deserve one star let alone three, and to compare it with Terra-Cresta, the best shoot-em up ever written, you must be off your trolley■

Peter Walker
Scunthorpe
Game Choice:
Nemesis



Firelord
Hewson

Truly amazing! That's my completely unbiased opinion on Firelord, the latest classic from Hewson.

Arcade fans will love zapping the ghostly inhabitents of Torot, adventurers will enjoy mapping and solving the 500 screen maze. Be warned! This game is really addictive, I spent many sleepless nights puzzling out objects and how to get to new unchartered areas.

The background graphics are the best that I have seen in any maze games. Huts, shacks and pubs are so detailed that they give an extremely authentic atmosphere.

Do yourself a favour, save the notes and buy Firelord■

Steve Lewarne
Avon
Game Choice: Contact Sam Cruise





Footballer of the Year
Gremlin

I think you showed no mercy to Gremlin's Footballer of the Year. It was surely worth more than one star. True, it goes around and around in circles but the gambling aspect of the game is fun. You have to be quick and skillful to put away your chances. It's nice to know that the team's success is down to your scoring. I must admit though, that I was quite disappointed after reading 'sound brilliant'. But the adverts are often misleading.

Eventually the game turns out to be a matter of patience and if you have that patience then you'll make it as Footballer Of The Year■

Colin Wright
Huddersfield
Game Choice:
Dragons Lair II

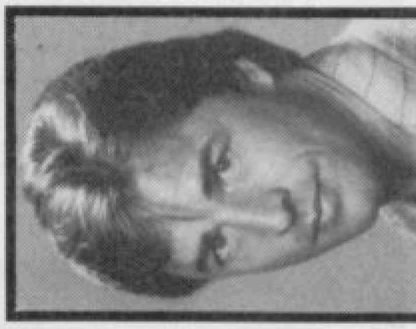
Scalextric
Virgin

I disagree about giving Scalextric only four stars. It is the best racing simulation by far that I have ever played. The sound effects are good as they could be on a 48K game (could be improved on 128K mode) and the full colour graphics are absolutely mega! All of the 17 pre-programmed tracks are very good and the track design section allows complicated circuit designs but is still easy to use.

Much of the game's realism comes from the fact that on one player mode you can't blast past your opponent at twice his speed (like on Pole Position) and slight car contact isn't instant death – it just slows you down a bit.

It's well worth £10 and should have been a Classic in my opinion■

Lee Bohan
Notts
Game Choice:
Nemesis



Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £10—er, cheque — with which to buy the software title of your choice — tell us what you plan to spend the money on if your review is printed.

One request, we want to know what you look like so send us a picture. Any old picture will do — you at home, in Ibiza, in the garden, even making silly faces in photobooths we don't care.

So get cracking — write your reviews and send them together with the completed coupon below.

YOUR REVIEWS
Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (of any *recent* game) plus your picture and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

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*** Reviews supplied without full name and address will not be considered for publication.**

ZAP CHAT



Judge Dredd is here at last! It's the sort of game that makes certain members of staff run around waving various items that resemble a gun and shouting ridiculous things like "You're next punk!"

This is all very well, but is the game actually any good? Check it out by reading this month's amazing column. While you're doing that, you will also find out lots of info on Arkanoid **and just how to obtain infinite lives on** Star Glider.

Feast your eyes on the wonderful Impossaball **tips and the guide for** Shadow Skimmer. **What more can you expect? (Excluding a million pounds, a new BMW, and a cup of coffee. . .)**

So, what's

So, what's

Judge Dredd

like. Melbourne House has produced it's fair share of dodos in it's time and flying in the face of the SU review team I think here is yet another to add to the collection. **Judge Dredd** is actually not that good. Apart from being incredibly similar to **Dan Dare,** the graphics themselves are not so inspiring either.

The hardest part about playing **Dredd** is when you come to try and find the enemy, or should I say, the perp. Whenever you start off, look for a door which transports you from one level to another. After several hours of playing, I noticed that the perp tends not to be near your starting position and he usually hides himself on a completely different level. Therefore the quickest and most effective way of locating him is to take a quick peep around the starting position and if you can't find him there, head straight for the nearest exit. Don't bother trying to scan from the left to the right, the best way is to hop levels continuously as you move around the city. This way, if you arrive in the same location as the perp, you should only catch a quick glimpse of him before you dart out of the screen. This may sound a bit bizarre or a total waste of time, but it will protect you from being shot as soon as you enter a screen.

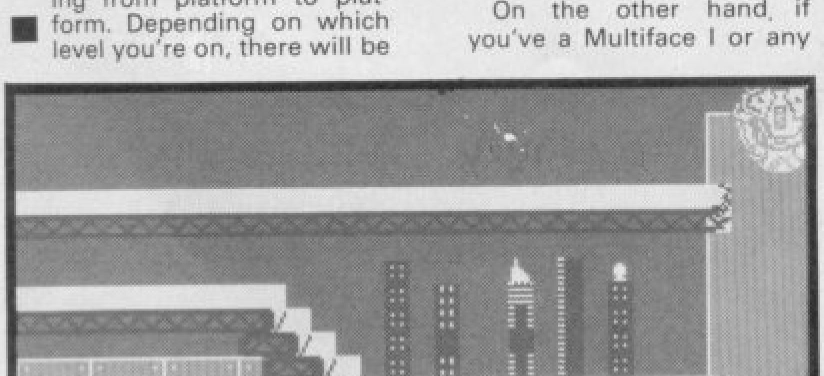
Once you find the villain, the job of blasting him comes next. It's not such an easy job. On some levels of crime a warning will be enough to send shivers down his spine and to get him to surrender frantically. However, the perps are not all easy meat. When you're in the same screen as him, you'll see him darting about madly, jumping from platform to platform. Depending on which level you're on, there will be other different characters looming around. The large, metallic robot guards that glide round are merely a hazard to get in your way. No matter how hard you try to destroy them, you won't, so that's that matey. They can, however, be slightly helpful. If your man is in a bad way, get him to duck behind the guard and the perp's shots will miss you.

Other wandering characters include the odd innocent human being who is absolutely useless unless you fancy a blast. Then there are the robot dogs. Some are slightly dangerous and will knock off energy if you try to run through them but most are harmless. All types of the dog can be destroyed by using the armour piercing bullets. (Have I spelt that correctly? I think so – Ed) Finally, there are the blerbs (The what? The blerbs? What on earth are blerbs?) Blerbs are those funny spikey things that float around in the air and tend to be incredibly nasty by shooting at you. They can be blown apart using virtually any type of bullet. Rats. Not as vicious as the rats in the book, but they can nibble your leg and lower your energy, so watch it.

Want to know the best way to kill the perp? The first thing to do is to attack him using the heavy bullets. Although they run out fairly quickly, you should weaken the perp so that you can blast him easily at a later stage with a different type of bullet. Keep on the move all the time – jump around from platform to platform firing a cascade of bullets at the perp and as soon as he tries to fire back, jump levels. Use this method until he runs out of energy and dies.

If you're still having trouble we've got an infinite lives *Poke* in an easy-to-type-in form in this month's ***5-star Pokes*** section.

On the other hand, if you've a Multiface I or any other equivalent interface, you can load the game in normally and then enter 24963 as the address and 24 as the *Poke*. I have tested both methods and they both work. (Honestly! Grovel).



Shadow Skimmer

from The Edge is absolutely brilliant and is the only possible competitor so far for Hewson's **Uridium.**

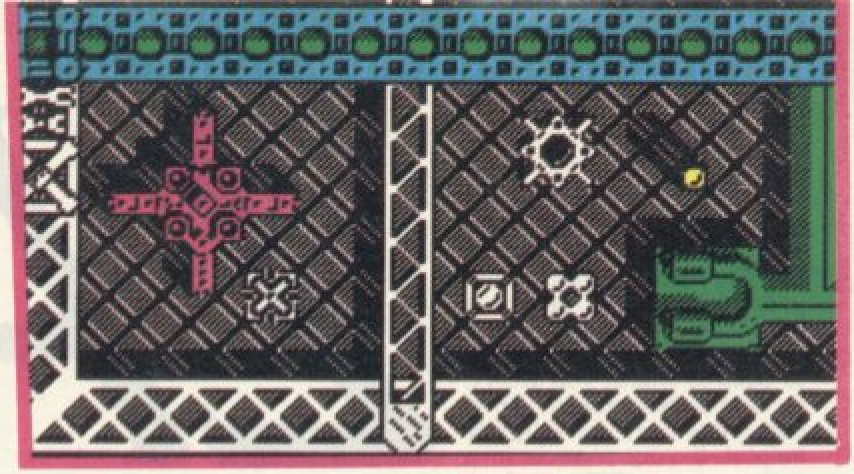
Although **Shadow Skimmer** has breath taking graphics in multi-colours, somehow I still prefer **Uridium** when it comes down to the nitty-gritty of gameplay. **Shadow Skimmer** is simply TOO fast! It's virtually impossible to prevent a mistake somewhere along the line, and when you do come a cropper, it costs you dearly in energy as your ship spins uncontrollably into walls. A bit unfair I think.

When you start the game, push your ship down as quickly as you can to avoid the aliens that emerge from the left porthole. This porthole is the one near the Radar Disc and will shoot out enemy ships at the rate of knots in your general direction. Keep the skimmer heading downwards, past the next porthole. There you will need to turn the ship through 90° and head to your left around the enemy porthole. Skim underneath the power line and turn the ship downwards when you arrive at the end of the main superstructure. Shoot off to the lower part avoiding the next two portholes. That should be fairly easy as they

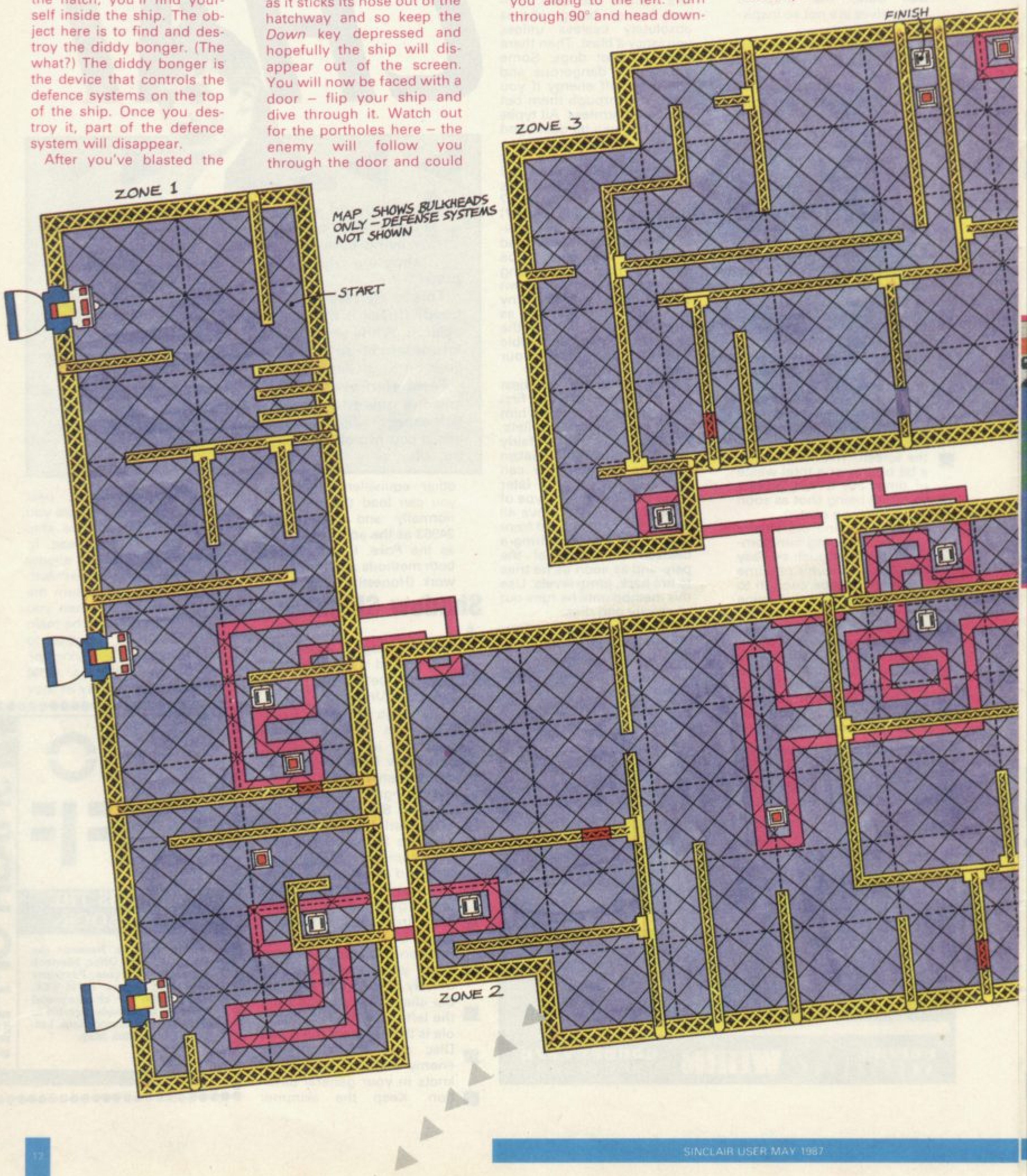
take a while to fire back. From here it should be quite easy to head off to the right and then downwards. Any second now you should see a hatch marked '77'. It's essential that you enter this one. Wait in another screen for a while to allow the enemy to spread about and hopefully away from the hatchway. When you are ready fly in and press the *Fire* key when above the hatch.

If you manage to fly into the hatch, you'll find yourself inside the ship. The object here is to find and destroy the diddy bonger. (The what?) The diddy bonger is the device that controls the defence systems on the top of the ship. Once you destroy it, part of the defence system will disappear.

After you've blasted the



diddy bonger it's best you re-surface. Your skimmer will be bombarded as soon as it sticks its nose out of the hatchway and so keep the *Down* key depressed and hopefully the ship will disappear out of the screen. You will now be faced with a door – flip your ship and dive through it. Watch out for the portholes here – the enemy will follow you through the door and could possibly rip your skimmer apart. If you manage to survive, follow the wall below you along to the left. Turn through 90° and head downwards. If you then turn to your right you should see the next hatch – marked '45'. Work your way towards it and press *Fire* when you're directly above it. Once again you will be inside the ship except this time you will be in a different section. Directly to your right will be another hatchway, this one marked with '11'. If you shoot out of this one, you will be on the next section of the ship.



MAP CHAT

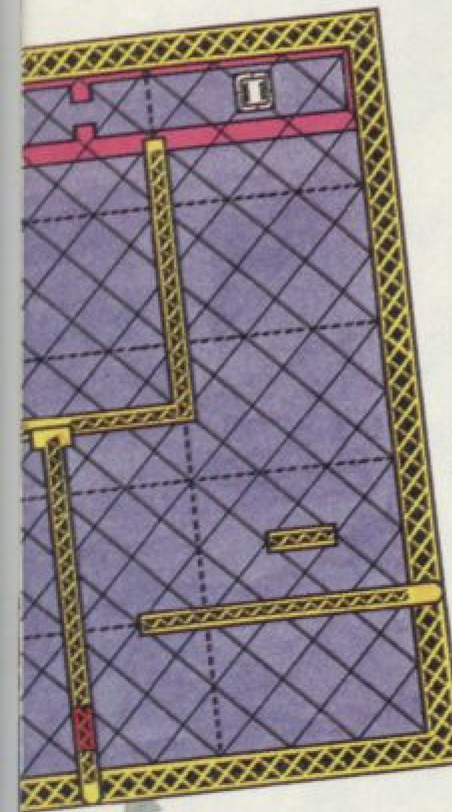
Impossaball

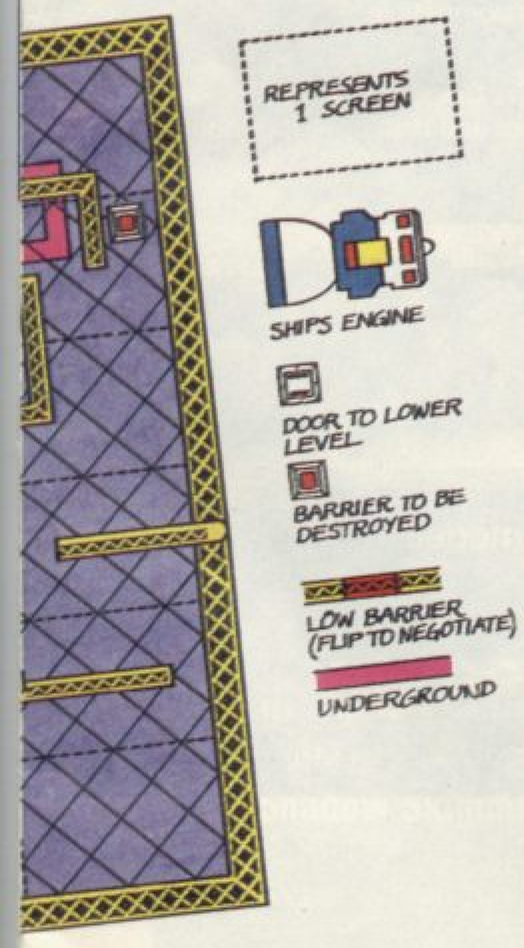
from Hewson is really, really, really, really (spit it out – Ed), brilliant and because of this, earns itself the ZapChat Scoop Award for this month. The game is an incredibly original idea and has been well programnmed to produce the realistic 'side-on' viewpoint. This is where most people will come across their own difficulties in mastering the game. You'll need to work out just where exactly your sphere (ball) is in relation to the rest of the play area. Confused? Read on.

Tip One: First off, take a look at the easy level called, understandably, Easy Peasy. Once you have passed the starting gates and set off the timer, the first thing you will come across will be two pillars protected on either side by spikes. This is incredibly easy as I'm sure you will agree – simply line yourself up in front of the pillars, keep the *Fire* key down for a while, and then bounce on to the top of the pillar, thus knocking it into the ground. Next off is the exact opposite. The pillar is situated in the roof of the game and guarded on either side by the spikes. Just roll your ball underneath the pillar and then keep the *Fire* key down until you bounce into the pillar, successfully knocking it into the ceiling.

Tip Two: when you move on further to the right, you come across a set of spikes set into the ground to block your way. Moving slowly along the ceiling is a loop of what looks like elastic band. At first it all seems pretty simple and it is really. As the loop moves off to the right and disappears off the screen increase your height and jump over the first spike (See diagram A). Now stop the ball from going any further or hitting the next set of spikes that just happens to be blocking your way. The lassy-loop will be patrolling the ceiling above you and so you will need to time your bounce over the next spike very carefully. Wait until the loop moves off to the left and out of the screen. Now increase your height and bounce over the last spike.

Tip Three: This looks fairly confusing at first and it is in actual fact. There are four pillars to be hit up or down and two of these will be found in the ceiling and the other two in the ground. The middle pair, one in the ceiling and one in the floor, are dead easy and you will just need to bounce either on top of them or up into them to knock them away. The two around the edge are the ones that tend to cause the bother. Take the one closest to you (See Diagram B). You will immediately notice that there is a patrolling loop above it. Here you will need to gather just enough bounce to land on the pillar knocking it into the ground and yet avoiding bouncing up into the loop. All it takes is a little practice. On the pillar that is furthest away from you, you have to do the opposite. When the loop





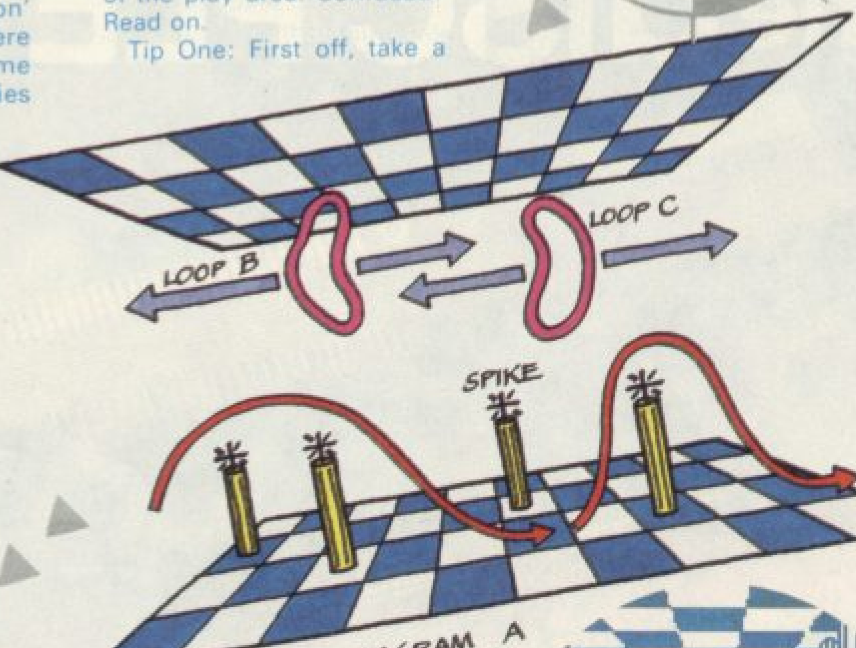
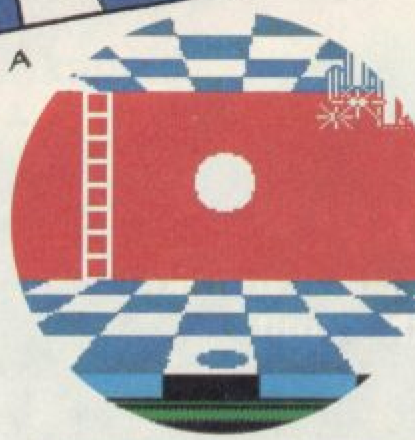


DIAGRAM A



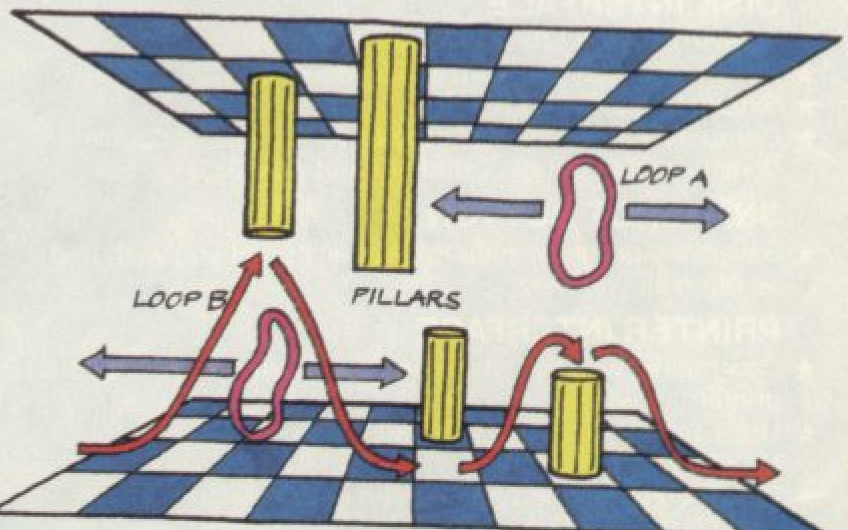


DIAGRAM B

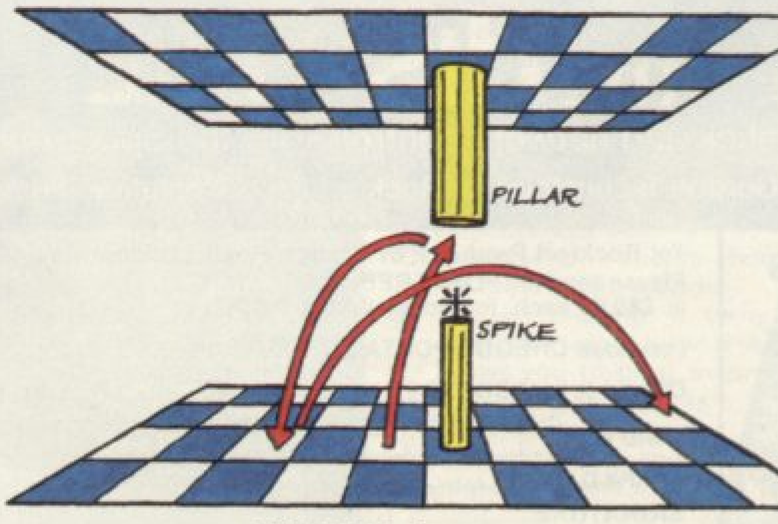
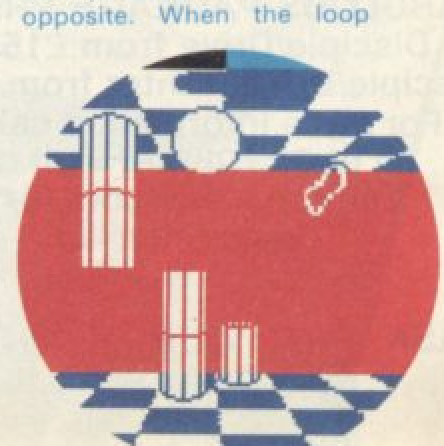


DIAGRAM C



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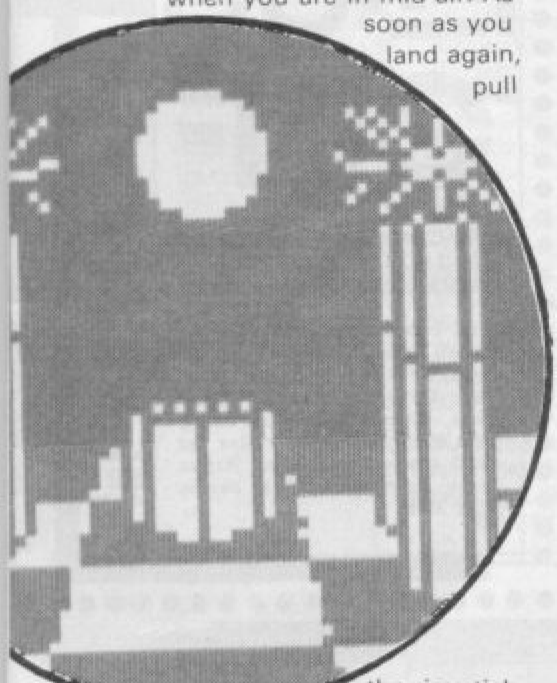
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JON RIGLAR'S ZAP CHAT

moves away, push the ball directly underneath the pillar and slam down the *Fire* key hard. I, you time the procedure correctly, your ball will bounce up into the pillar and the loop will pass under when you are in mid-air. As soon as you land again, pull



the joystick back to avoid landing on the loop and now continue towards the right.

Tip Four: Here you will come across two pillars placed into the ceiling and placed directly below these will be two spikes. (See Diagram C) This is quite a hard part. No matter how hard or how much you vary the approaches you will find knocking the pillars away is blimmin' difficult. How on earth do you do it then, Jon? Well, it's like this.

Line up your ball on the dividing line of the floor squares and increase your bounce until you are going up and down like a yoyo. When you're feeling confident, press the key to go right and you'll see your ball smash into the pillar and be deflected back. Don't despair – as soon as the ball lands, press the *Right* and *Fire* keys simultaneously. You'll see your ball cruise off, knocking the pillar back up it's fundamental oriface and you will come to rest on t'other side of the spikes. Repeat this procedure for the last pillar.

Tip Five: Once you get to this part, you've virtually finished the level. Ahead of you now is an array of spikes placed in the ground and corresponding ones hanging dangerously from the ceiling. Here the problem is if you bounce too high your ball will hit the spikes in the ceiling. However, fear not. Move your ball into the middle so that it is in direct line with the spikes and then increase your bounce so that you can just skip over the spike that is situated next to you. OK so far? This is all fairly simple, but the problem arises when the ball lands on the other side. You will see that there are five loops heading straight for you. Unless you bounce over these as soon as you land you will get killed. The trick is to keep bouncing all the way to the finish.

Now you can get on to the next level which is called 'playing with fire'. In this level, the first thing you will come across is a set of flames that shoot up from the floor and dart down from the ceiling. All you have to do is to wait until they start to shrink and bounce through. That should get you started and next month we'll bring you the solutions to the next few hundred levels at least (Well, here's hoping!)

Pokus Cornerus

There appears to be a total lack of Pokes around at the moment from you guys. Apart from the 5-star Pokes section of course... So where have they all gone to? Who knows? Romantic Robot produce a marvellous nifty little device which allows you to enter the Pokes after you have loaded the game. Pokes can therefore easily be entered when you are playing the game. Stephen Carr has taken over the Poke corner for a while and will hopefully be bringing you some marvellous and quick Pokes that you can enter if you own a Multiface 128, Multiface One or Interface 3. Last month such Pokes were quoted for **Academy** and those of you that have the necessary hardware should know how to enter the goods. Here are some more.

Silent Service:
25991,255:aft torpedoes
25997,255:aft torps
25993,255:bow torps
25995,255:bow torps
26006,255:guns

Star Glider:
44705,1:page multi
54421,0:infinite missiles
54450,0:stop miss time

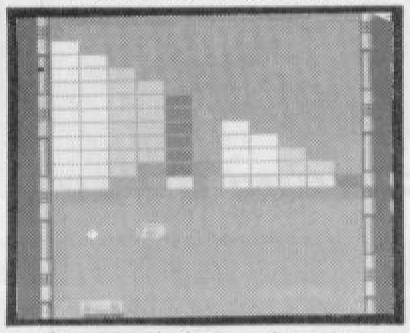
Commando:
26746,0:Infinite lives
27652,0:infinite lives
27653,0:infinite lives
27654,0:infinite lives

That's enough on THAT!

One of the best releases to come from Imagine in a long time is

Arkanoid.

▲ Imagine don't actually produce many good games



(personal view ...), most releases being rather dull arcade conversions most involving martial arts or some martial arts theme? Who knows?

Anyhow, **Arkanoid** is utterly fab and deserves a mention. (Even if it is just a bat and ball game that was programmed well enough on the **Horizons** tape yonks and yonks ago.)

The object is to bash your way through around 20 screens and then save your ship. It could have been really tedious but Imagine has included some special extras. Every time you manage to knock away about five blocks, a cylinder drops down and on this will be marked a letter. If you are quick enough to catch these, then your ship will be given 'a special power' for a while. All very well, but what does each cylinder do?

● **Letter 'L'** – This is about the most useful cylinder you can pick up. It turns your craft into a laser and allows you to blast away lots and lots of blocks. The laser only lasts for a short while, so make the most of it.

● **Letter 'B'** – This is the most useful one, and it allows you to shoot off and out of the screen to the right. Make sure that you keep the ball in the air before you venture off to the right otherwise the ball will shoot down and you will loose a life before you have the chance to get out.

● **Letter 'S'** – This shows the movement of the ball and is generally useless unless you cannot handle the game at full speed. (Like Mark Taylor.)

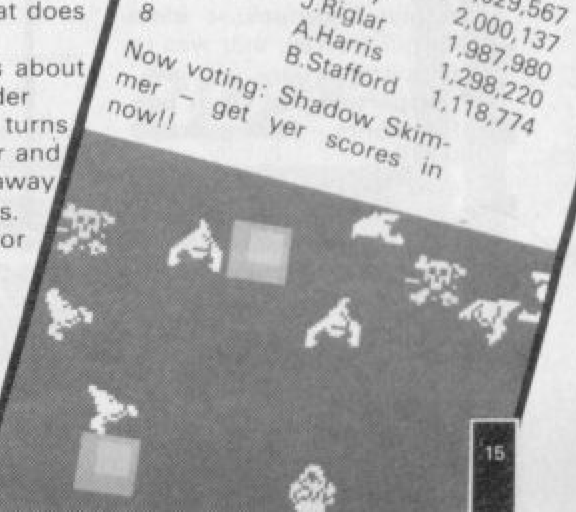
● **Letter 'E'** – Grab hold of this one and you'll gain an extra life. These come along quite often so make the most of them.

● **Letter 'P'** – When you get this one, your square will split into three absolutely causing total confusion by bouncing all over the place. Generally it is quite good but often wastes time.

Zapchat Big Eight: Gauntlet

Position	Name	Score
1	R.Head	3,010,032
2	E.Hannon	2,910,017
3	S.Kelly	2,227,409
4	C.Intyre	2,029,567
5	P.Kelly	2,000,137
6	J.Riglar	1,987,980
7	A.Harris	1,298,220
8	B.Stafford	1,118,774

Now voting: Shadow Skimmer – get yer scores in now!!



Big Five Reader's Chart by Martin Easterbrook

1. Gauntlet
2. Fist II
3. Shadow Skimmer
4. Academy
5. Xeno

Remember, you also have to include reasons for your choices and here are Martin's: "I think **Gauntlet** is as brilliant a version you could get converted from the arcade machine and, of course, you can play the game for free. The naffest game currently out on the market has got to be **Defcom** from Quicksilva. It is monotonous, uninspiring and absolute drivel. My favourite pop group is ZZ Top" (Zzzz. . .Ed)

ADVERTISEMENT

Information Exchange

Good grief!! After setting up this part of the column last month and inviting you to write in, I received loads and loads of ridiculous suggestions, most of which are unprintable. I was rather disappointed with the response concerning the name. So, pull your fingers out! In the meantime, let's hear it for the people who sent in mildly sensible letters.

● Simon Heldreich sent in his high score for **Gauntlet**, but it didn't get anywhere near the top. He wants to know what happened to the Software Centre (I think it's no more, but I'm not sure) and whether he could become a reviewer. Er. . . Pass.

● David Blackmore from Exeter demands that SU increase the amount of letters printed each month to allow more feedback from the public. What do you think this bit is all about then David?

● Gary Davies (Cue: 'Oo Gary Davis, Oo Gary Davis. Wrong person actually Jon – Ed) wants to have more *Pokes* in *Zapchat*. This is all very well but do you want less tips to go with maps? I think that you will agree with me when I say that maps are

JON RIGLAR'S ZAP CHAT

useless unless someone tells you what they are about. Anyhow, there's now the new *5-Star Pokes* Section.

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Star Glider

from Realtime Software is one piece of programming that has had over it's fair share of praise. The graphics are great, but the game is terribly overpriced. The 128K version is better due to the inclusion of sampled speech telling you when your energy is low etc. . . On the right are some maps telling you exactly where everything is, and from William Rowe who lives in Nairn comes some quite interesting hints and tips.

NOTES ON THE ENEMY

Stompers and walkers – these pair can really hurt, but only if you let them do so. Missiles are what are needed here. Fly straight at them and at the very last second *Fire*.

Mines – don't go too close and their explosive power rises with each level.

Starglider Drones – blast 'em quick (Well, that was to the point – JR)

Transporters and Laser Emplacements – boring, so fry them.

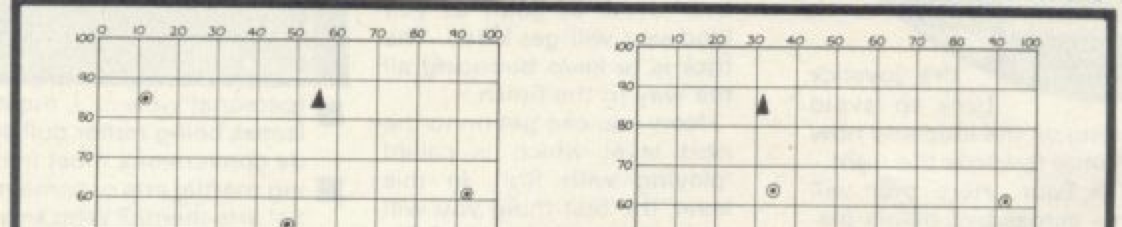
Tank, Tri-Launchers, Juno Cannon – all fire missiles and can be very damaging at higher levels. Juno fire homing missiles on the fourth level.

Bute, Skim and Lotus fighters – all are fast and possess annoying swerve abilities. Last two fire missiles as well just for fun.

Pyramid Launcher – after level one, this launches homing missiles so watch out.

Diamonic Shuttle – needs a missile to destroy it and possesses heavy lasers.

The Starglider – very boring, not worth wasting missiles on as he's fine again on the next level.





BEEP BEEP!!
WHOOPS...
...MISSED HIM
ROAD RUNNER
TM
MAKE SURE YOU DON'T!

5 POKES

UCHI MATA

Type this one in carefully! It will check for any errors, though. RUN it and play the game tape from the start. The timer will be frozen and you can continue to amass points with no fear of running out of time.



```
  1 CLEAR 64500
  2 LET t=0: LET w=1
  5 FOR f=32000 TO 32154
 10 READ a: POKE f,a
 15 LET t=t+w*a: LET w=w+1
 20 NEXT f
 30 IF t<>1448312 THEN  PRINT "
DATA ERROR": STOP
 40 PRINT AT 10,4;"START 'UCHI
MATA' TAPE"
 50 RANDOMIZE USR 32000
100 DATA 221,33,203,92,17,234,6
110 DATA 62,255,55,205,86,5,48
120 DATA 241,243,237,94,33,44
130 DATA 125,229,33,163,98,229
140 DATA 51,51,17,183,252,1,12
150 DATA 3,33,253,94,62,202,237
160 DATA 79,195,163,98,33,70
170 DATA 125,229,33,219,252,229
180 DATA 51,51,17,229,252,1,222
190 DATA 2,33,229,252,62,224
200 DATA 237,79,195,219,252,33
210 DATA 229,252,17,229,138,1
220 DATA 92,0,237,176,33,248
230 DATA 138,34,253,138,34,1
240 DATA 139,33,238,138,34,9
250 DATA 139,33,19,139,34,29
260 DATA 139,62,195,50,49,139
270 DATA 33,116,125,34,50,139
280 DATA 195,229,138,175,50,181
290 DATA 255,62,195,50,119,255
300 DATA 33,0,250,34,120,255,33
310 DATA 145,125,17,0,250,1,20
320 DATA 0,237,176,195,75,255
330 DATA 175,50,216,186,49,47
340 DATA 117,195,48,117
```

JUDGE DREDD

Same routine. Type in the listing, RUN it and now LOAD in and play the game tape.

```
 1 BORDER 0: PAPER 0: INK 7
 5 CLEAR 24700
10 LET a=PEEK 23631+256*PEEK 23632+5
20 PRINT AT 10,1;"START 'JUDGE DREDD' GAME TAPE"
25 POKE a,111
30 LOAD ""SCREEN$
35 LOAD ""CODE
40 POKE 24963,24
45 POKE a,244
50 RANDOMIZE USR 24736
```

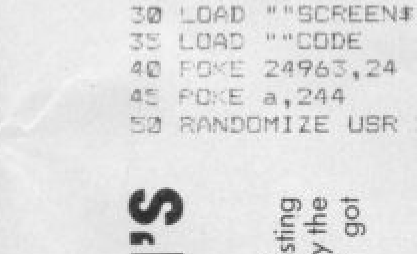
DRAGON'S LAIR II

Type in and RUN the listing and then LOAD in and play the game tape. You've now got endless lives.

```
 10 PAPER 0: INK 0: BORDER 0
 20 CLEAR 32767
 35 PRINT AT 10,1;"START 'DRAGO
NS LAIR II' TAPE"
 40 LOAD ""CODE 16384
 50 FOR f=64512 TO 64534
 60 READ a: POKE f,a: NEXT f
 70 RANDOMIZE USR 64512
 80 DATA 221,33,0,129,17
 85 DATA 0,75,62,255,55
 90 DATA 205,86,5,210,0
100 DATA 252,175,50,185,139
110 DATA 195,1,129
```

NEMESIS

Enter and RUN the program as printed. Next play the game tape from the very start. The game will then LOAD in. Upon loading, your craft will become indestructible and can fly through anything. Once armed, you can destroy everything too.



```
 10 PAPER 0: INK 7: BORDER 0
 20 CLEAR 24999
 30 PRINT AT 10,1;"START 'NEMES
IS' FROM BEGINING"
 35 LOAD ""SCREEN$
 40 PRINT AT 0,0;
 45 LOAD ""CODE : CLEAR 65500
 50 POKE 51479,1
 55 LOAD ""
```

ARKANOID

Type in and RUN the program as usual and play the game tape. You've now got an infinite supply of bats.

```
  1 CLEAR 64500
  2 LET t=0: LET w=1
  5 FOR f=32000 TO 32157
 10 READ a: POKE f,a
 15 LET t=t+a*w: LET w=w+1
 20 NEXT f
 25 IF t<>1577894 THEN  PRINT "DATA ERROR": STOP
 30 PRINT AT 10,5;"START 'ARKANOID' TAPE"
 50 RANDOMIZE USR 32000
100 DATA 221,33,203,92,17,234
110 DATA 6,62,255,55,205,86,5
120 DATA 48,241,243,237,94,33
130 DATA 44,125,229,33,163,98
140 DATA 229,51,51,17,163,252
150 DATA 1,12,3,33,253,94,62
160 DATA 202,237,79,195,163,98
170 DATA 33,70,125,229,33,199
180 DATA 252,229,51,51,17,209
190 DATA 252,1,222,2,33,209,252
200 DATA 62,224,237,79,195,199
210 DATA 252,33,209,252,17,209
220 DATA 138,1,92,0,237,176,33
230 DATA 228,138,34,233,138,34
240 DATA 237,138,33,218,138,34
250 DATA 245,138,33,255,138,34
260 DATA 9,139,62,195,50,29,139
270 DATA 33,116,125,34,30,139
280 DATA 195,209,138,175,50,161
290 DATA 255,62,195,50,99,255
300 DATA 33,0,250,34,100,255
310 DATA 33,145,125,17,0,250,1
320 DATA 20,0,237,176,195,55
330 DATA 255,175,50,166,131,50
340 DATA 231,156,49,231,253,195
350 DATA 0,128
```

ALL POKES BY ADRIAN SINGH

FEUD

Type in the program and RUN it in the usual way and play in the game tape as normal. The pokes make Learic invincible. All the spells will last forever, and you can use most of them at the beginning.

```
  1 CLEAR 24700
  2 PRINT AT 10,4;"START 'FEUD'
GAME TAPE"
  5 LOAD ""CODE
 10 FOR f=24701 TO 24713
 20 READ a: POKE f,a: NEXT f
 30 DATA 62,100,55,23,50
 35 DATA 86,184,50,58,192
 40 DATA 195,181,162
 50 RANDOMIZE USR 24701
```

UNDER RAPS!

Acme Action is programming **Killed Until Dead**, an arcade adventure, for US Gold. The Canadian company's already had successes with **Dambusters** and **Ace of Aces,** and the new Anglo-Mountie tie-up is set to go even further, too, with a new flight simulator and arcade game already on the drawing board

Binary Vision of **Zoids** fame has teamed up with The Electronic Pencil Company, who designed **The Fourth Protocol**, to produce **Stifflip and Co** for Palace. The game's a ripping yarn of the roaring 20's in which Sebastain Stifflip and his three companions must outwit the arch villan Count Chamelion. The sound track is by Richard Joseph who's most notable foray into Spectrum software to date is Palace's impressive **Sacred Armour of Antiriad**

Beam Software, under the lofty guidance of Phillip – **Sherlock** – Mitchell is producing **Shadows of Morder** for Melbourne House. It's the second in the **Lord of the rings** trilogy but doesn't bear the name of Tolkien's second book, *The Two Towers*, because it's a free adaption. Nothing freehand about the progamming, though – it's all á la **The Hobbit**. No firm release date yet, but you could see it by July

Steve Marsden has been lured away from his cradle at Hewson to produce a space game for Gremlin currently code-named **Nimrod**. It's a vector graphics rip through time in which you play Nimrod on his way to rescue a bunch of Bioptons from evil Craton prisons scattered throughout the galaxy. Due for release late June and, according to Gremlin, the title may be changed. Maybe they'll change the rest of the names too – more random-letter generater nonsense...

Probe, the programming team which created **Mantronix**, is converting the Atari coin-op **Metro Cross** to the Spectrum for US Gold. It's a race against time through the corridors of an intersteller factory. Run the gauntlet – pun intended – of obstacles including tyres cans and super-intelligent aliens. You've gotta run fast in this one

Software Studios, Activision's in-house design team, is producing the software conversion of **September**, the best-selling board game of 1986. The board game was, originally created by unemployed Brit Danny Kishon. He though of it while travelling around on American Greyhound buses where a 'mysterious force' seemed to stop him from reaching his destination. The game's based around his experiences. Sounds very whacky...

Binary Design – famous (well almost) for the likes of **Zub** and **Amaurote** (see review this SU) – has just completed work on **Strike**, a ten-pin bowling simulation to be released next month by Mastertronic.

Newsdate: May

Whodu

Living Daylights!



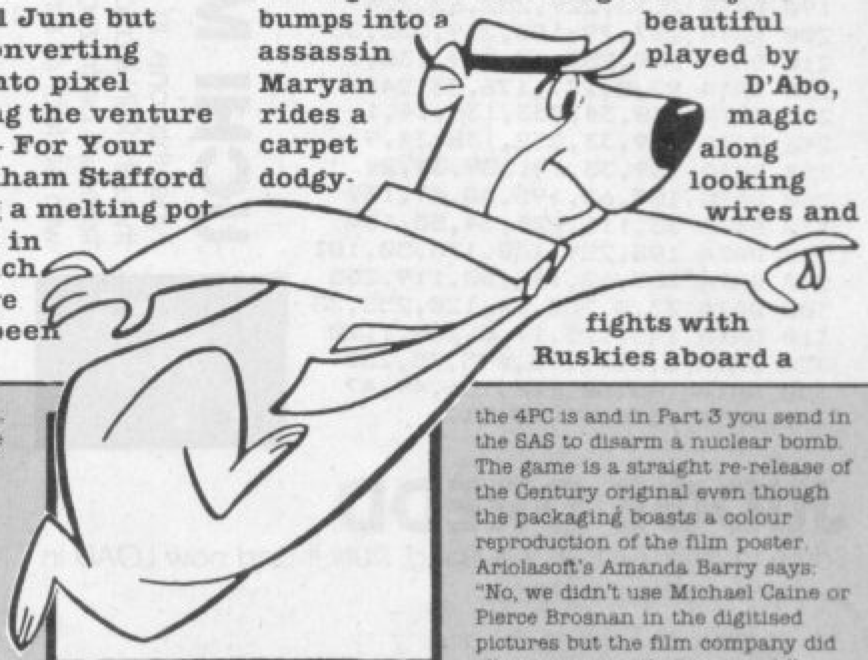
A Land Rover and its human cargo plunge over a cliff towards death beneath the rolling sea. Inside a Russian assasin is battling with James Bond.

Bond leaps from the cab's open doorway, a parachute blooms above him and he drifts to safety. The familiar titles roll. It's *The Living Daylights* and Bond is back!

The film's not out until June but Domark has the job of converting Timothy Dalton action into pixel power. Domark is keeping the venture top secret but the facts – For Your Eyes Only – are that Graham Stafford of Design Design is using a melting pot of animation techniques in an arcade adventure which Domark claims will leave us stunned at what has been achieved.

A United Artists insider gave us an exclusive peek at the storyline and a blow-by-blow description of the fabulous stunts. And it's some of these stunts which are being lifted out to form part of the the Domark game.

During the first part of the film Bond tries to protect a Russian defector called Kostav from the deadly Smersh killing machine. Along the way he bumps into a beautiful assassin played by Maryan D'Abo, rides a magic carpet along dodgy-looking wires and fights with Ruskies aboard a



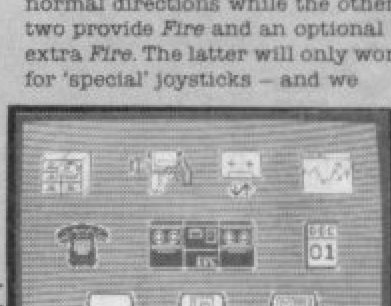
What's with you Boo-Boo! Yep, Piranha's captured the license for **Yogi Bear** from Hanna Barbara, and it looks to be a ding dong of a cartoon battle between bears and park wardens. We're talking **Scooby Doo**-style big sprites here but contrary to rumours Gargoyle was not approached to do it. The winner of the contract is Dalali, of **Biggles** fame, by no means a backwoods company. No firm price or release date yet but you could be donning the straw hat and furry tie and collar by September. And of course it'll all be set in Jellystone National Park, Ol' Faithful gushing forth etc, etc

If you still insist on writing in that fiddly Z80 assembly language – and anyone seriously into programming presumably does – at least do it with an assembler which is on call when you switch on your dream machine. The **Micro-source Macro Assembler and Debugger** comes on Rom from Simmons Electronics and it'll fit any Spectrum. It works by interpreting Assembler language or Forth written into Basic program lines and translating them to machine code. You can also mix Basic and machine-code lines. So, if you're serious about coding, it could be worth checking out – all the details from Simmons Electronics, The Garden House, Old Stables, Tanybwlch, Rhydyfelin, Aberystwyth, Dyfed, SY23 4PY

Not content with linking sound samplers, audio keyboards and SpecDrums to the Spectrum, Cheetah Marketing is set to launch a drum pad set. It's similar to the Symmonds kit which electronically reproduces the sounds of drums as programmed by a microprocessor. No price yet, but Howard Jacobson of Cheetah reckons we'll see it in the stores for around £150 in the middle of this year. Cheetah's also linking its SpecDrum drum synthesiser with a sound sampler. Jacobson says that sampled sounds, such as a cat's meeeow, can then be cut into drum beats. Sound weeeird to us... If you've already got sampler and Spedrum the linking software will cost you £9.95. Then you'll be needing the cat...

The software game version of **The Fourth Protocol,** Freddy Forsythe's book and now big-screen nuclear thriller, will soon be re-released to co-incide with the Michael Caine movie release. Ariolasoft has bought the rights to the icon-driven adventure from Century (Little known fact #1: It was the first adventure to use icons and digitised graphics when originally released). It's a three-part game in which you play John Preston, an M15 mole hunter. In Part 1 you take control of the Service's intelligence gathering computer. If you have the right codes, Part 2 takes you all around the world trying to find out what the 4PC is and in Part 3 you send in the SAS to disarm a nuclear bomb. The game is a straight re-release of the Century original even though the packaging boasts a colour reproduction of the film poster. Ariolasoft's Amanda Barry says: "No, we didn't use Michael Caine or Pierce Brosnan in the digitised pictures but the film company did allow us to use their artwork". Maybe that's because fearless Freddy co-owns the company...

Frel's odd looking programmable joystick interface is now 128K +2 compatible. It plugs into the edge connector at the back of the machine and is programmed by inserting function plugs into a matrix of connections at the top of the interface. Four of the connectors correspond to the normal directions while the other two provide *Fire* and an optional extra *Fire*. The latter will only work for 'special' joysticks – and we





.nwot

Newsdate: May



trawler... Eventually he discovers the defector is aiding an American arms dealer, played by Joe Fon Baker, who aims to swamp the world with opium – strains of *Live and Let Die* here, but never mind.

According to the spies at Domark the game is similar to the firm's earlier *A View To A Kill* in that it presents a series of sub-games each derived from stunt sequences in the film. Expect a flying carpet section. Here, though, claims the Dom Dom brothers and similarity with the disasterous *A View To A Kill* ends – *The Living Daylights* game will be a state-of-the-art chunk of coding SU has been assured.

Domark's other Bond licence, *Live and Let Die*, won't now be released until August. Domark claims that it could release it now but it now would lead to an anti-climactic launch of *The Living Daylights*. James would never forgive them.

Meanwhile the Dom Dom twins are shaken but not stirred■

thought all 128K +2 joysticks were special – such as the Flightlink, Quickshot 2+2 and the Voltmace Delta 3S, all of which have rapid-*Fire* options. If you don't want to splurge out £17.95 on this expensive alternative to the 128K + 2's dual joystick ports you could go for the £2.50 option – also from Frel – which plugs into the Amstrad annoyance ports and switches them from Sinclair standard to Atari joystick standard. More info from Frel, 1 Hockeys Mill, Temeside, Ludlow, Shropshire, SY8 1PD

● Virgin's footballing favourite **FA Cup** has been re-launched with a new name. Yes folks, the title's innovatively called **FA Cup '87** and it's an admittedly more up-to-date version of Addictive Game's Football Manager. It's got new form figures for every team in this year's contest, computed by sports commentator Tony Williams – who he? – so if the game's anything of a simulation you should be able to come up with the name real winning team – after the event, unless Virgin gets its skates on

● The Disciple, the multi-purpose Spectrum interface which recieved rave reviews in SU has undergone a transformation. Version 3 of the interface, which slots on to the extension port at the back of the machine and looks alarmingly like an Interface One, is now 128K +2 compatible with a host of new features for all Spectrums. Remember that snapshot button which would dump programs from tape or microdrive to disc and put current screen pictures from commercial programs out to a printer? It's now capable of sending double-sized screen dumps as well as saving full 128K programs to load back in seven seconds. The networking facilities, which get several Spectrums sharing files and working in tandem have also been improved. You can now have up to nine assistant machines and can send screen shots as well as programs from one machine to another. Existing owners can up-grade to Version 3 of Disciple with a new Rom available from Rockfort Products, 81 Church Road, London, NW4 4DP

● Cheetah SpecDrum bangers have a new newsletter, and it's on tape. It's a monthly publication, called Sinewave, which you load into your Spectrum. It provides news, letters and reviews in several *Loads*. The information's given serially, so you have to read it all once, but once you've come to the end of one *Load* you're given the chance to read specific bits again. You can get the newsletter by joining Sine, the SpecDrum Users' Group. Subscription costs 98p and is obtained from PA Bellamy, Sine, 304 Walkley Bank Road, Sheffield, S6 5AR

● Announcing the new, improved Microdrive cartridge, courtesy of Ablex Audio Video. In the past seven month's, since Sinclair Research sold the cartridge rights to Ablex, Microdrives have had something of an up-turn in fortunes. For that reason Ablex has redesigned the internal spring mechanism to improve reliability and performance. It's also introduced a two-cartridge pack. If you can't find the new cartridges in your high street store try Ablex Audio Video, on Telford (0952) 680131

● Domark's **Trivial Pursuit** question packs have fallen foul of the dreaded 128K +2 loading lurgy. The tapes use a unique Unilode data system which loads questions into the Spectrum at twice the normal speed and allows the same tape to be used on other machines. SU 128K +2 owning readers have found, however, that the questions won't load into the master games – either **Genus** or **Young Players'**. Domark's prompt solution has been to slow down the speed at which program enters so that the dozy 128K +2 datarecorder can keep up with it and won't hang up at the end of the *run*. Futher Unilode products – be they **Trivial Pursuit** or anything else – will include a speical 128K +2 version

● Rumour has it that Ram Jam's **Mr Weems and the Sex Vampires** is on its way to the Piranha stables (should that be tanks? – Ed). Our spies tell us that the deal's not been signed yet – exclusive, exclusive, I smell an exclusive – but it could suffer a change of name. In an age where every other word seems to be condom it seems the word 'sex' isn't acceptable and could be changed to 'she'. Strange thinking. Anyhow – a few twiddles at the code the deal should be struck. The game's about the ordinary Mr Weems. Weems is a wimp of extra-normal proportions. He wears glasses and a dreadful suit. One evening on his way to work he notices a strange house. When he enters it he becomes entangled with the *** Vampires, crosses, stakes and a garlic gun!

● **Bounder,** Gremlin's, cuddly tennis-ball alien crashes back into his 3D landscape in **Bounder II.** Here are 18 new levels of corridor and pipeline. Once you've defeated the aliens on one level you face the challenge of a Sentinel (presumably designed to wind Firebird up something chronic). **Bounder II's** not due 'til late June but in the meantime you can look forward to war-time peril in **Convoy Raider Alien Evolution** (wot a daft title – Ed) – apparently an inpenetrable blaster game now being produced in Portugal■

TWTMTW
THAT WAS THE MONTH THAT WAS

Two interesting things, and both related to the number 128.

One: At number 18 in the top twenty this month is a title called Stars on 128. It's the first 128K only title to chart.

Two: Ocean is developing soft-ware like crazy, both for the 128K+2 on cassette and for the new 128K+3 on disc. (Just take a look at its first all-new 128K game, Tai-Pan, on page 93.

So what? Well, for a kick-off, the fact that a fairly boring compilation of enhanced oldies can sell well enough to get into the lower reaches of the chart means there is now a very real demand for 128K software. In turn, this means a heck of a lot of people now have 128K+2s. And that means we can expect a flood of pretty amazing 128K games.

Tai-Pan, for example is HUGE. It's like four or five games all rolled into one with-out any of the usual comprom-ises that entails – it's a vast animated strategy arcade trad-ing game with fuel injection! Go-faster stripes!! The works!!!

Also in this issue SU reviews Amaurote, one of several budget titles currently setting new standards of value-for-money.

It could be that by Christmas most 48K games will be budget software both on cassette and on disc, (the latter at, say £5.99) and increas-ingly full pri-ce stuff will be 128K megaga-mes again both on cassette and on disc at (£10–15).

Oh, and by the way, the 128K+3 is getting NEARER! We've actually seen a real one. It's black (as you'd expect), it's got a big colourful 128 emblazo-ned on the top of its disc drive, and it looks pretty terrific!■

First out of the bag is a heartfelt plea from Richard Pugsley of Wolverhampton.

'Could you explain your stereo synchronisation idea a bit more? I can't understand it as it appears in Crash.'

Sho' nuff, Richard. Further on in the mag is a tutorial section, 'RHYTHM METHOD'. You should understand that a little more clearly.

COMPETITION

WINNERS

FILM COMPO

Wow! Did we get a lot of entries for the Film competition or what? You obviously realised that the prospect of a brand-spanking fresh-out-of-the-packet 128k + 2 being delivered straight to your door by a smiling 'postie' was not to be missed.

As a result, the SU offices were completely flooded with entries and a whole team of crack letter-opening types had to be draughted in to wade into the pile.

In case you're wondering why you don't remember seeing the comp in SU it's because it never did. Instead it appeared in a whole host of other mags to celebrate our new-look SU and general fabbiness.



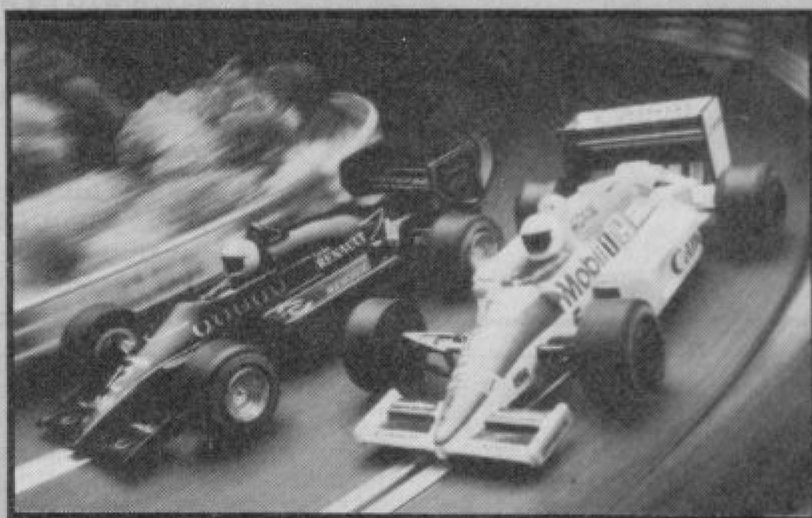
And now, after much deliberation, and all of the other things one says in order to build up the excitement of a compo winners announcement, we can reveal who gets the 128K + 2. It is... Bernard Southgate from Cadishead, Manchester.

The rest of the winners here will receive the game of their choice.

Daniel Hunt, Basingstoke, Hants – Dragons Lair. Julian Boyle, Coulsdon, Surrey – Dynamite Dan II. Darren Williams, Dartmouth, South Devon – Dan Dare. Simon Mickle, Barrow-in-Furness, Cumbria – Ace. Darryle Trainor, Kilkeel, Co Down, N Ireland – Aliens. Matthew J Hoper, Cottingham, East Yorkshire – Ghosts and Goblins. R Jones, Bury St Edmonds, Suffolk – Top Gun. Paul S Goddard, Dalton, Huddersfield, W Yorkshire – Dragons Lair. Colin Cooper, Eaglescliffe, Stocketon on Tees, Cleveland – Jack the Nipper. Paul Allen, Gwernymyndd, Mold, Clwyd – Dynamite Dan II. Paul Pleasant, East Ham, London – Heartland. Paul Copsey, Sheldon, Birmingham – Nightmare Rally. Neil Saxon, Swindon, Wiltshire – Any. Mark David Hewitt, Harrogate, North Yorkshire – Dynamite Dan II. Stuart Rogers, Woodley, Reading, Berkshire – Ace. John Meaden, Finchley, London, N2 – Nightmare Rally. James Park, Blackthorn, Northampton – Dragons Lair. Ashley Stewart, Cirencester, Glos – Aliens. Edward Lam, Bermondsey, London SE1 – Ace. Neil Clavin, Glengormley, Newtownabbe, Co Antrim, Northern Irelance – Ace. Danny Goldblum, Bush Hill Park, Endfield, Middx – Dan Dare. Colin M Young, Kirkintilloch, Glasgow – Ace. Neil Stacey, Wornbourne, Wolverhampton, Staffs – Paper Boy. Andrew Aspinall, Biggar, Lanarkshire, Scotland – Dandy. Kevin Alexander, Newcastle on Tyne – Ace. Simon Allfrey, Taunton, Somerset – Dan Dare. Andrew Brodie, Dalry, Ayrshire – Dynamite Dan II. Richard Law, Norden, Rochdale, Lancs – Paper boy. Colin Murphy, Highwoods, Abronhill, Cumbernauld – Hartland. David Callaghan, Newcastle, Co Dublin, Irelan – Dan Dare. Neil Juier, Spennymoor Co Durham – Jail break. Wei Ho, Balham, London SW12 – Dan Dare. Martin Barnett, Brierley Hill, West Midlands – Nightmare Rally. Justin Brown, Bicester, Oxon – any. Matthew Taylor, Balcombe, West Susses – Nightmare Rally. Simon Railton, Kettering, Northamptonshire – Nightmare Rally. David Brown, Corringhman, Stanford-le-Hope, Essex – Heartland. Warren Sherwin, Bolton, Lancashire – Top Gun. Paul Wright, Upholland, Skelmersdale, Lancs – Dan Dare. Stuart Thompson, Coedpoeth, Wrexham, Clwyd – Heartland. Christopher King, Hayfield, via Stockport, Cheshire – Dynamite Dan II. Adrian Lang, Pontypridd, Mid-Glam, Wales – Dan Dare. John Casey, Sligo, Ireland – any. Christopher Evans, Hendy, Pontarddulais, Swansea, West Glamorgan – Dan Dare. Alan Kirby, Wester Hope, Newcastle Upon Tynes – Graphic Adventure Creator. Matthew Raintrick, Werrington, Stoke-on-Trent, Staffs – The Trap Door. Paul Adam Bates, Thornhill, Dewsbury, West Yorkshire – Ace. Aiden Grant, Male, Altrinchan, Cheshire WA15 0LZ – Green Beret. David Bartram, Woodthorpe, Nottingham – Heartland.

"Bad taste!" certain members of the public cried, but the entries flooded in for the What A Way To Go Competition. The well-known Grand Prix winning racing driver who died in an aircraft accident was Graham Hill and, the lucky winner of the Scalextric set and a copy of the game from Virgin is Spencer Smith, of Dartford, Kent.

And the rest of the people here get a copy of the game:



Alasdair Barker, Elderslite, Renfrewshire, Scotland, David Ross, Inverness, Scotland, Stuart Rawcliffe, Acomb, York, Matthew Conyers, Knowle, West Midlands, Martin Gilmore, Bedale, North Yorks, Paul Webster, Heswall, Wirral, Merseyside, Stuart Walford, Nuneaton, Warwickshire, Bradley Green, Heathpark, Romford, Essex, J Meeson, Stoke, Plymouth, Devon, Bryan Else, Alvaston, Derby, Mark Hutchinson, Deonfield, Nr Sheffield, Stephen Croft, Crollen Green, Rickmansworth, Herts, I. L. Jevons, Chelmsford, Essex, S. C. Redman, Southsea, Hants, R. J. Merricks, Richborough Road, Sandwich, Kent, Ryan Moore, Springholme, Castle Douglas, Richard Lee, Dronfield, Nr Sheffield, Andrew Ostler, Peterborough, PE4 6TP, James Burton, Christchurch, Dorset, Anton Stirrett, Birkenhead, L43 9QW

MASTERTRONIC MAGIC

The ten lucky winners of our Magic Knight **Compo who get the four** Magic Knight **games, a fabulous Mastertronic joystick** and **a T-Shirt are:**

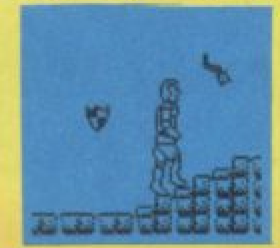
Philip Branton, Marton Moss, Blackpool, Lancs; Nickolas Arbin, Tadley, Hampshire; Andrew Theobald, Bowerham, Lancaster; Charlie Ivens, Buckland, Surrey; Simon East, Reading, Berkshire; Roderick Burch, Blackburn, Lancs; Andrew Chester, Harpenden, Herts; R. J. Marricks, Sandwich, Kent; Paul Moss, Bramhall, Cheshire; Brian Brooks, Torquay, Devon,

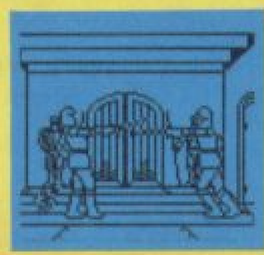
Incidentally, the correct answers were: Night/Knight, Blowing up the cat, Hand.

STRATEGY SIMULATION

REVIEW

THRONE OF FIRE





If you think **Throne of Fire** is something that happens after seven pints of lager and a vindaloo, kindly leave the magazine – otherwise read on, coz if you have been reading your SU previews properly (and name one hip entity that doesn't; you'll know it's the latest from Mike Singleton (as opposed to his really massively latest, **Dark Sceptre**).

The game is all about three brothers. Princes vying to gain the recently vacated throne – their father the King Atherik having recently departed this mortal coil.

The game is either one-player, with the computer playing the other two, or much more interestingly, two player, with the computer taking the odd one out.

The roles (supposedly with different characteristics, but actually the same) are chosen at the very beginning of the game, along with choosing key (redefinable if you like) and joystick options.

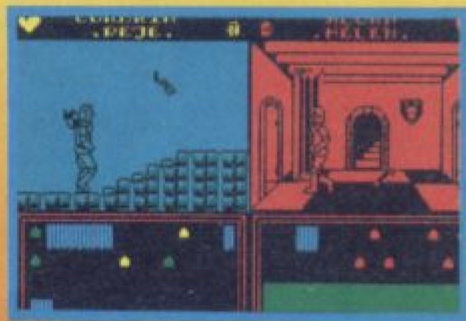
The idea is that you, assisted by your ten trusty men-at-arms, must force entry into the Throne Room (itself defended by the King's Guard), and then kill off your other brothers. Once you are King and they are dead – it's all over.

The castle itself is divided up into about 80 interconnected rooms. A portion of the castle is shown in sillouette on the bottom third of the screen. If a man is present in a room, a window will appear lit up with the colour of his side, otherwise – it's dark. It's vital to keep an eye on this scanner by the way, it's the only way you can watch what your opponents are doing.

The display is actually split vertically down the middle, with player one having the left and the computer or Player 2 having the right – the layout is the same for both.

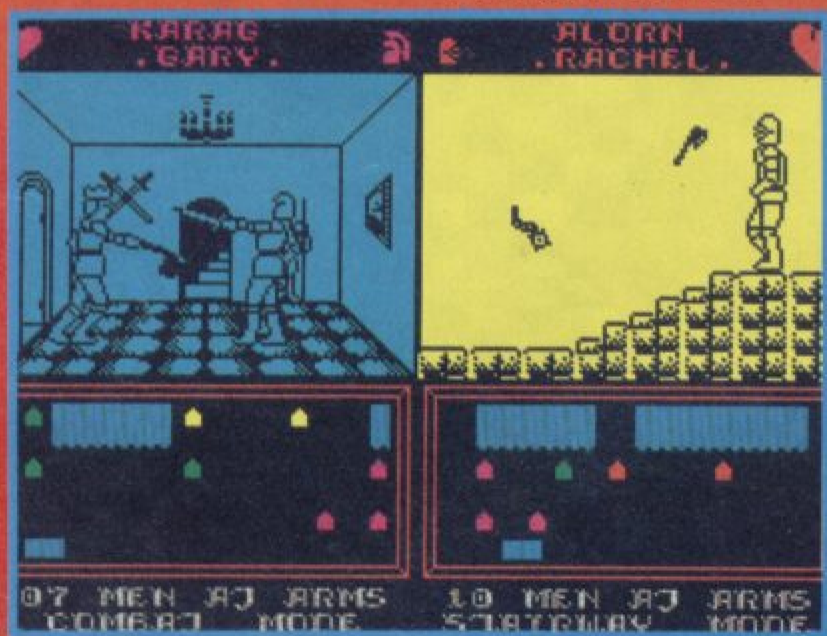
The bottom third shows the 'scanner'.

The really clever stuff though, comes into the top bit, which contains the location of the piece you are controlling at that time. Drawn in beautifully detailed perspective 3D, you move your man about the room, which may have exits left or right, and/or stairs up and down.



The gameplay is simple – you select a man to move (using a cursor that appears on the scanner) and until you choose someone else, he is directly under your control. You can move him from room to room (perceptively noting the smooth animation of the fabby graphics and the neat touches, like flickering candelabra) but if you encounter any of the opposition, it's out with the rapier and waggle that joystick, which will cause you to cut and thrust – hopefully with fatal results.

Combat will loose you strength though – which you can gauge by how fast your heart in the corner of the screen is beating, although extra strength can be regained by drinking potions that you might find scattered around the place.



Two-player is slightly better, but there's no question that the game doesn't have the depth of vision of Singleton's previous masterpieces.

Throne of Fire falls into the look-and-see category, rather than the essential purchase■

FACTS BOX

Highly innovative concept and presentation marred a dodgy gameplay. Not one of Mike Singleton's best

THRONE OF FIRE
Label: Melbourne House
Author: Mike Singleton
Price: £8.95
Joystick: various
Memory: 48K/128K

Reviewer: Jack Daniel

★★★☆☆

SOFTWARE STAR RATINGS

All software reviews carry a star rating, the basis of which is value for money programming, graphics, speed, speech and sound presentation and addictiveness

★★★★★
Solid gold. Buy it

★★★★☆
Well worth the folding stuff

★★★☆☆
Pretty average

★★☆☆☆
Very poor. Probably over-priced too

★☆☆☆☆
A total rip-off. Complain loudly

ARCADE REVIEW · TOOL-KIT REVIEW · WORK-OUT REVIEW · STRATEGY SIMULATION REVIEW · ADVENTURE REVIEW

Each review carries an icon which shows the type of software.

Arcade is for animated games, which in general, reduce the life span of your joysticks.

Toolkit covers programming utilities which improve the quality of home-made software or packages which make machine code easier to write.

Work Out, software which can be used in the home, such as car maintenance or home finance.

Strategy and Simulation are games where thought, planning and judgement are the principle skills required.

Adventure includes either graphic or text adventures.

STAR RAIDERS II

Do you remember Star Raiders I? It was one of the very first programs ever produced for the old Atari 400 machine. A mixture of hurtling through space blowing things to bits with a bit of strategy – working out what things to blow up first. At the time the graphics looked pretty special and even much later on Jeff Minter decalred it to be his favourite game ever.

Now we have Star Raiders II, a game which features the same sort of pseudo 3D effects and similar strategy elements. It even continues the old plot, though how many people will remember the Celos IV star system and the dreaded Zylons?

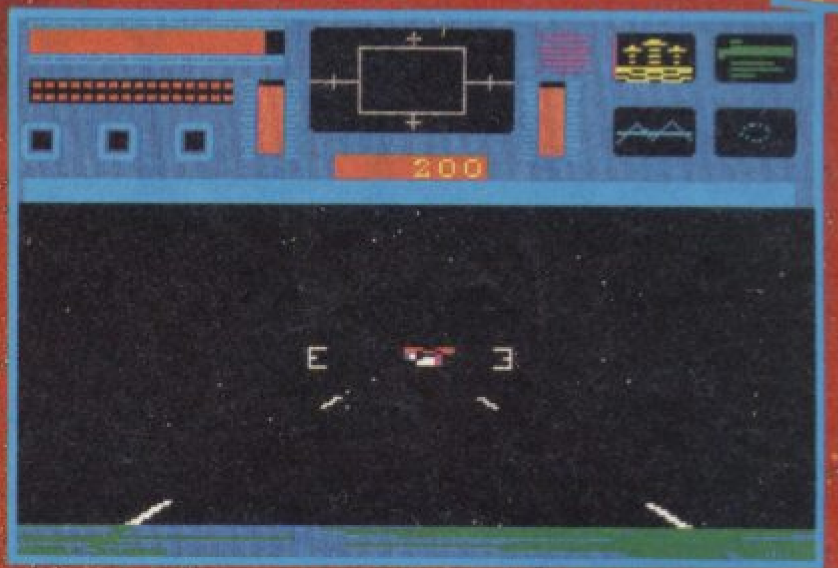
Never mind. Just assume that a whole lot of bad guys are invading the good (peace-loving, warm and friendly) guy's galaxy. Unfortunately all reasonable attempts at a negotiated peace have failed (big surprise) so you'll just have to kill them. Drat.

This is not any kind of quasi-simulation. Things are kept nice and simple and that's good. Apart from joystick moves you only have to manage switching information screens and switching shields on and off.

This isn't to say there aren't quite a lot of things to think about. Where to attack first is one thing. How long you can risk it before you absolutely have to go and get repaired at a space station is another. When to turn your shields off is a third.

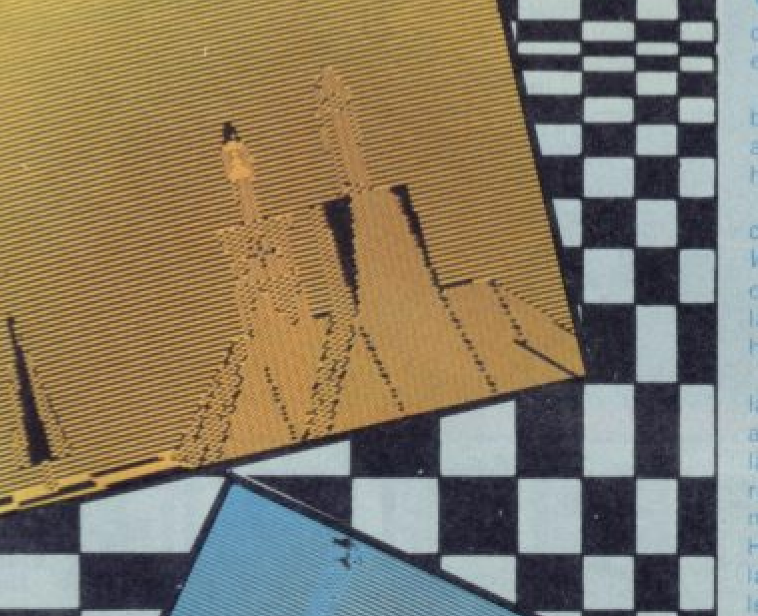
The game comes down to roughly three elements: blasting things over planets, blasting things in space and docking.





THE SE





Sentinel is very, very strange. It has won trillions of awards on other formats just for being extraordinarily peculiar.

The fact that it was technically brilliant and astonishingly addictive as well may have helped.

Imagine a cross between chess, *What's the Time Mr Wolf?*, recent developments in quantum physics and fractal landscape techniques. Bet that helps a lot doesn't it?

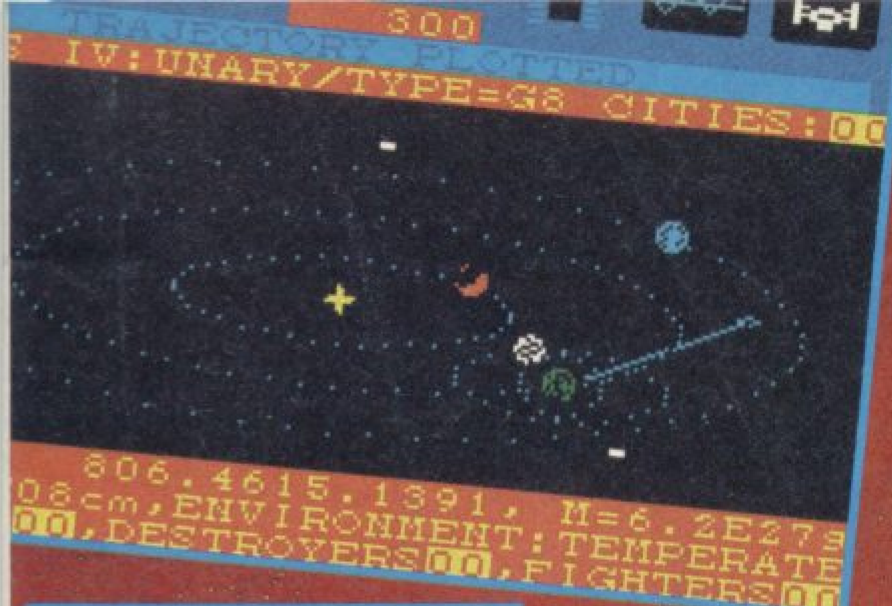
You're set down in this landscape. Actually it's in one of around 16,000 possible landscapes! It's a sort of craggy rocky affair not unlike the mountains of the moon or Herne Bay. Each craggy landscape consists of distinct levels – plateaux divided into a checkerboard of different squares at different levels. The only thing it reminded me of – and that not a lot – is **Marble Madness**, but with a worm's eye view.

Somewhere on one of the higher peaks in this landscape stands the Sentinel – a giant statue-like figure which slowly turns through 360 degrees. If you should get into a position where the Sentinel can 'see' you your energy instantly begins to drain. On harder levels the Sentinel has a bunch of sentrys that are also standing around looking for you. The game is this. If they see you and your energy drains to zero you get absorbed. If you sneak up on the Sentinel – get on a level higher than it and absorb it, you've 'won' that landscape.

The quantum physics comes in with the general principle that operates in the game that matter cannot be destroyed and there is a finite amount of energy in each universe. You use energy to move, you use energy to create. You can create trees, boulders or other selves. The opposite of creating energy is absorbing energy and this works in exactly the reverse way, ie, if you spot a tree or a boulder you can absorb it and gain energy. Movement is a matter of scanning around for a robot in that square and then transporting yourself to that square. Having transported yourself you can then absorb your old 'body'.

All this cosmic stuff shouldn't hide the fact that what you are







Blasting happens in two stages. A few waves of the relatively easy to blast X-wing fighter type things followed by a series of considerably larger, better defended and more tubular motherships. Your on-board computer system adaps your weapondry to deal with the different aliens. This means either the buzzing double zap-lines style of laser or the big white blob style for the ion cannon (for serious harm).

When over a planet you also have to blast planetary bases and this involves lobbing bombs in front of you as the planet scrolls beneath you. Each bomb blitzes an entire city but don't let that worry you.

The graphics aren't going to blow you away but neither are they actually bad (a distinct improvement on the C64 version anyway). The program adopts some of the space game conventions of old – hyperspace is represented by concentric rings of flashing dots. Space is dots that flicker a bit. 3D is done in the old Codename Mat way of updating a series of increasingly larger shapes to give the illusion of something coming towards you.

Better is the planet surface which uses a moving pattern of colours to give the illusion of movement over differently-shaped land masses. Simple but it works.

The strength of the game is all in the gameplay – intrinsically works well and holds interest and the graphics are just good enough not to detract from that.

Use your judgement, work out the most important areas to defend first and keep your eyes on the scanners that tell you just how little energy you've got left. . . will you run for repairs or try to take on one more wave of fighters?

It isn't another Elite, but Star Raiders II is easy to get into and a lot of harmful fun■

FACTS BOX

One of the more entertaining space games. Despite it's rather simple graphics, it's incredibly entertaining

STAR RAIDERS II
Label: Electric Dreams
Author: Gary Stark, Bruce Poelman
Price: £9.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★★

ARCADE REVIEW

NTINEL

really playing is a sort of hide and seek. You carefully move around the landscape looking for trees or boulders to absorb but without moving to a square from which you can be seen by the Sentinel or its Guardians.

The problem is where to move to that will both get you higher – nearer the Sentinel – yet not leave you exposed.

The game looks extrodinary, a little like those fractal, landscape games with clever use of shading and lines to give the impression of some alien but 'real' looking landscape. The Sentinel, guardians, trees and boulders are equally well, if simply, realised. Whatever else, you've never seen another game that looks like this one.

I managed to beat the first few levels relatively easily but the game soon becomes unbelieveably difficult. Paranoia sets in as you start to wonder if there is a single place you can move to without being seen.

Your tactics get more subtle (well more subtle than just pressing the *Hyperspace* 'run away' button anyway). If you get close to the Sentinel you can tell which way it is turning (it must turn before it sees you) and plan your movements accordingly. You can also create some objects in squares to 'test' whether they can be seen or not – Sentinels will always absorb energy from any object they can.

Win through a landscape and you get a code for your next level. The more energy you have left means the higher the level you get the code for – so the better you did the faster you jump up the levels scale.

So it goes on. And so you'll go on. Rather than becoming repetitive this is an astoundingly addictive game. Brilliant■

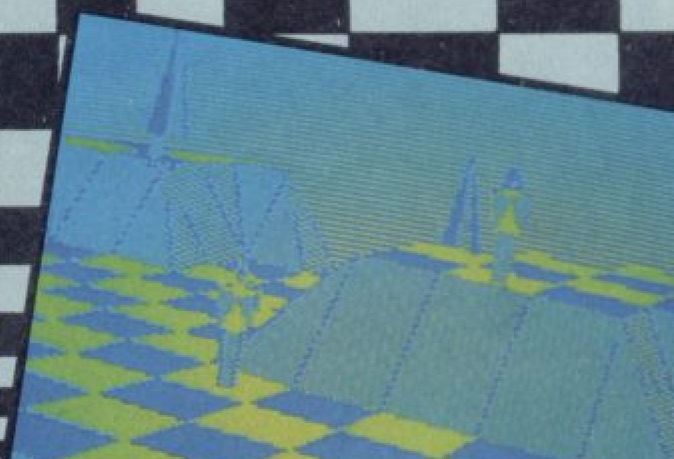
FACTS BOX

Unlike any other game, this is completely original. Technically staggering and frighteningly addictive

SENTINEL
Label: Firebird
Author: Geoff Crammond
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★★







10··9··8··7··SUCCESS··6
5··4··3··2···FAILURE··
··THE DIFFERENCE IS··
··TIMING··
METROCROSS
Are you the one in a million who can think in microseconds not minutes?
...if you are, Metrocross is the challenge that's been designed to inspire you, if you're not then you'd better fast improve your skill and co-ordination. A chequered floor riddled with pitholes, a barrage of obstacles that hinder your progress and no go areas that bring you to a standstill make this race against time increasingly impossible. But not everything is against you. Springboards are primed to catapult you forward and a speeding skateboard waits ready to hurtle you along that desperate rush to the finish line.
If you beat the clock the first time there's no guarantee you'll not be flattened at the next level.
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HEAD OVER HEELS

CLASSIC

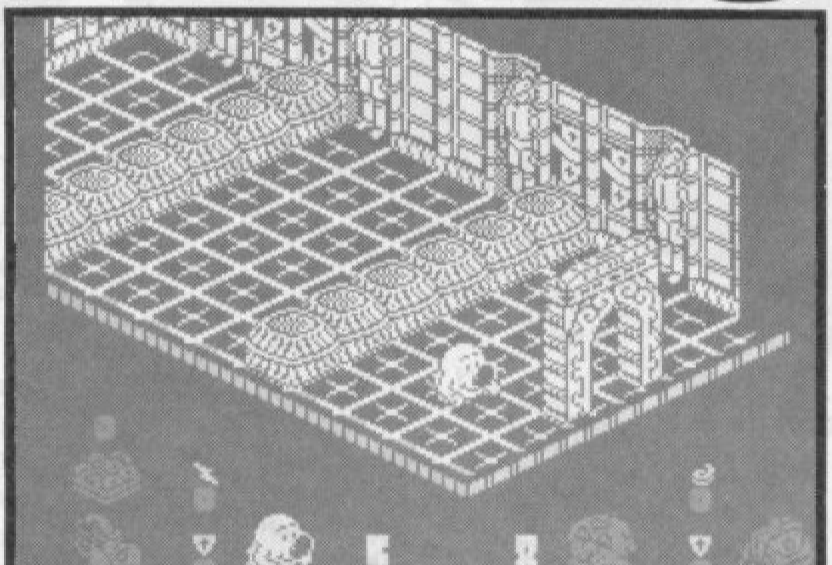
FACTS BOX

A very wonderful ticket to runny-jumpy-avoidy city. Choc-full of puzzles and humour. Buy it

HEAD OVER HEELS
Label: Ocean
Authors: Jon Ritman and Bernie Drummond
Price: £7.95
Memory: 48K/128K

Reviewer: Jim Douglas

★★★★★



Head Over Heels is either – depending on your mood – yet another 3D arcade-adventure featuring Ultimate-style graphics with impossible problems and lots of rooms, or another improvement on a tried and tested game-style involving a complex map and many genuinely interesting puzzles.

Finding myself in moderately good spirits on the day of writing, I can safely assure your that **Head Over Heels** is definitely of the latter type.

Reason to be cheerful No 1: **HoH** (previously titled **Foot & Mouth**) is the latest creation from Jon Ritman and Bernie Drummond – previously responsible for the vastly popular **Batman**. Reason to be cheerful No 2: Ritman has excelled himself with this one.

It's space again. A planet called Balcktooth has been making a bit of a nuisance of itself lately. What with invading other planets and ruling over people in a fashion regarded as not entirely free and easy, the rulers of Blacktooth are beginning to put the wind up many an intergalactic leader.

Freedom – a planet as yet not controlled by the bad guys – decided to take the matter by the horns and do something about it. It is decided that a secret agent should be sent to undermine the Empire of Blacktooth and free the opressed beings.

Things go sadly awry, however, and the agent is captured, adding another level to the problem. Before you can free the innocents, you must free yourself. Fortunately the secret agent which you portray has the ability to split into two parts – a head and your heels. Each part has it's own useful features just as each has negative attributes. The crux of the game is learning which part of you is best at coping with the situations in which you find yourself.

For a large part of the game, it seems almost impossible to get Head and Heels in the same room together without something preventing contact. Once you manage this, though, the results can be most

NETHER EARTH

At first I thought **Nether Earth** was a **Knightlore** clone but once you move around though, you can see the difference. It's all a rougher environment, not as symmetrical as **Knightlore**, with faster, flashier action.

So, what's the scam? Well it's not very original. Five eons ago Earth was invaded by the Insignians, bug-eyed aliens who you never see during the game. They've established three war bases on the planet and a chain of factories which produce killer robots. Since then humans, and that includes you have been thoroughly downtrodden. Except, that is, for you with your robot making factories . . .

FACTS BOX

A ruggedly original 3D game. A definate improvement on Ultimate's filmation style with strong visuals

NETHER EARTH
Label: Argus
Price: £8.95
Joystick: various
Memory: 48K/128K

Reviewer: John Gilbert

★★★★★

It's your robots that are going to do the combat for you so you'd better start making some. Flip to the cursor-controlled menu from which you choose drive units for your robot and weapons such as cannon, phaser and missile. The motivation units are: a bi-ped which is a cheap and cheerful pair of legs, a tractor unit specially built for movement over rugged terrain, and an anti-gravitational unit which keeps your robot hovering over hilly landscape.

Once you've created your death machine skip out of the menu by selecting the *Start Robot* option. You can then drop down on top of it to give orders or put it in search or combat modes.

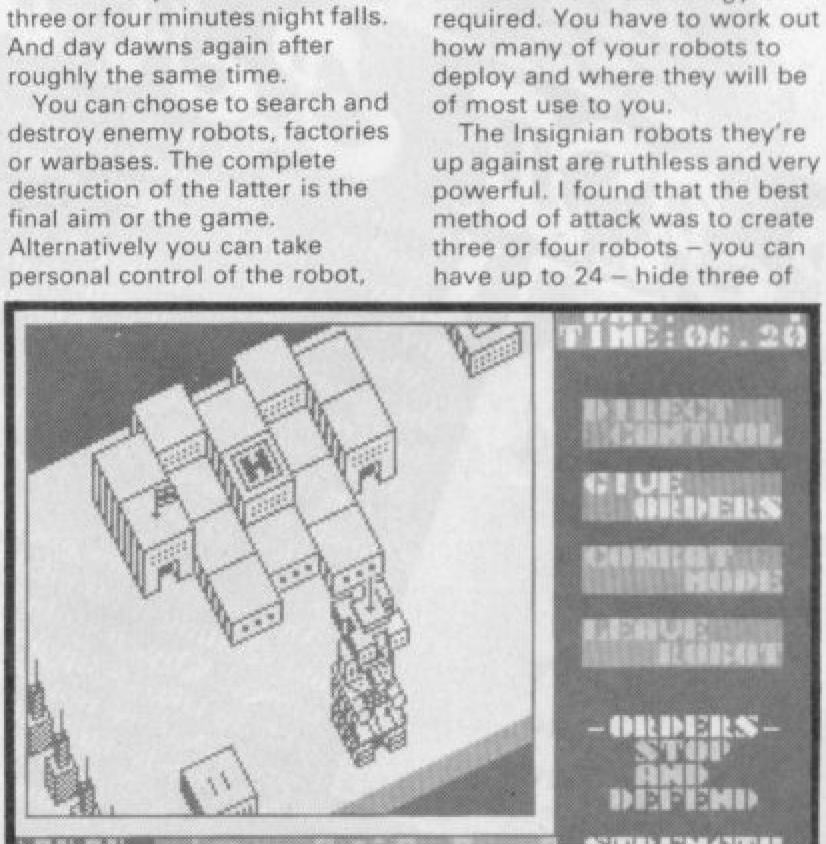
Gameplay is broken into different 'days'. After about three or four minutes night falls. And day dawns again after roughly the same time.

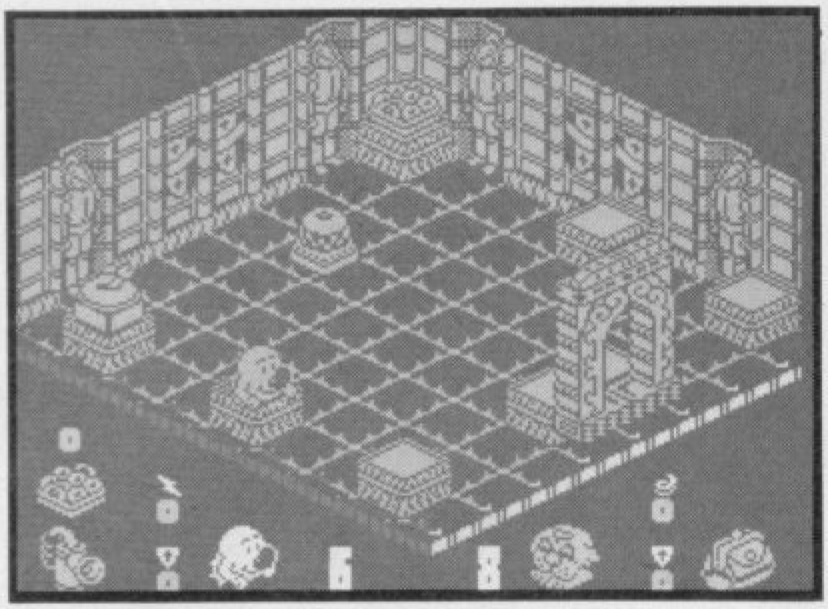
You can choose to search and destroy enemy robots, factories or warbases. The complete destruction of the latter is the final aim or the game. Alternatively you can take personal control of the robot, guide it around with a joystick or put it into combat mode when the enemy attacks.

At first it seems much like any of the edge-on 3D games – from **Greyfell** to **Batman** and back – but it ain't. No sir.

Sure, it's got all of that, but also more. For one thing there's a whole chunk of strategy required. You have to work out how many of your robots to deploy and where they will be of most use to you.

The Insignian robots they're up against are ruthless and very powerful. I found that the best method of attack was to create three or four robots – you can have up to 24 – hide three of





rewarding – providing you with a single unit that can jump, run fast and fire doughnuts. Certainly a force to be reckoned with.

On your travels, you'll encounter an extremely wide variety of creatures and objects. The Reincarnation Fish is probably the strangest. By touching it, you can cause a sort of *Saved* game to be stored in memory which means that when you lose a life later in the game, you can make yourself re-appear at the point at which you ate the fish. All pretty crazy stuff.

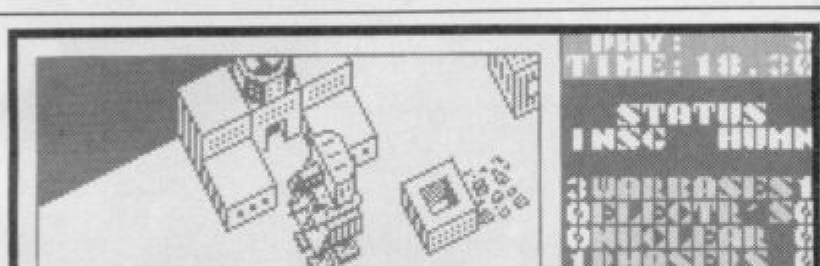
Cuddly Stuffed White Rabbits are very silly indeed. Each one does different things, so until you get the hang of which does what, it's all guesswork.

There are lots of other things to be impressed with too. All follow the same sort of screwball logic.

Room-wise obstacles such as big walls, spiky pits and Blacktoothian guards stand in your way.

The graphics in **Head Over Heels** are really very special. The characters are both amusing to look at and easy to use. By paying close attention to exactly how far their feet are off the edge of pinnacles/platforms, it's possible to judge tricky jumps with far more precision than in previous games of this ilk.

Head Over Heels is quite brilliant. The action remains fast and it's extremely rare that you run into a complete block. There are lots of puzzles to keep you very confused indeed for a long time. Doughnut miss out – get it■



them and go in pursiut of enemy robots with the fourth. Stay at a distance when you sight the enemy and fire off a salvo, then hide before your next burst. If you get too close to an enemy robot you're liable to be destroyed. Every one of them was more powerful than anything I could muster, I just had no chance. Obviously I was using the wrong armaments.

As your robots get wasted you hit a snag. You can't always build and deploy a new one just when you want to.

Robot parts are not infinitely available – this is real life after all. You start off with 20 resource units split up between the parts so that, for instance, there may be four cannons, three electrical shields and four lasers. Eventually you'll exhaust the day's units and not be able to build another robot until a new day dawns, when one of your factories produces two brand new resource units. The bad news is you won't have any control over where those units are assigned but at least you'll be able to start building again.

Nether Earth is a first class mix of strategy into a well-worn formula that really works■

ARCADE REVIEW

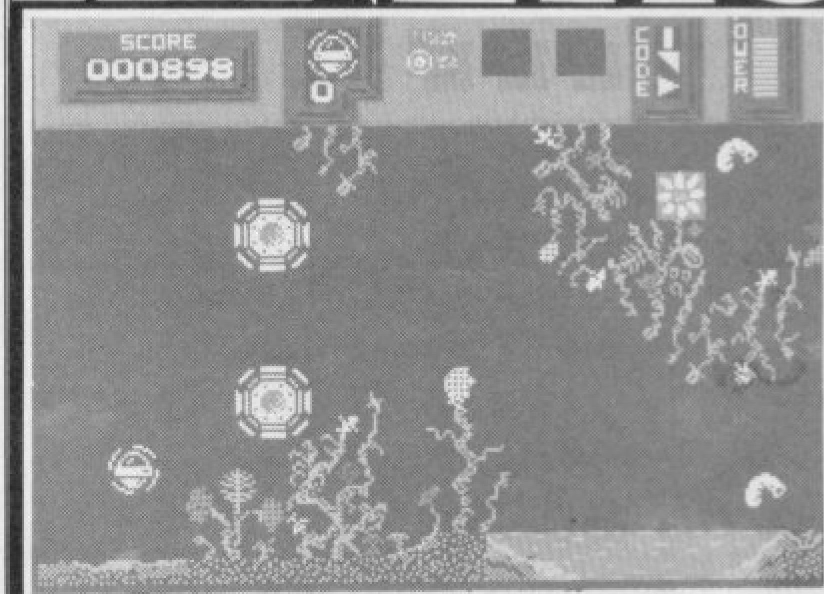
KINETIC

OK, so you can guess from the title that this is a bouncy sort of game.

Maybe you feel you've bounced your way through one too many games recently.

I'd sympathise but **Kinetic** is better than you'd think.

Roughly, it's a combination of collecting and dodging in the traditional way except that 'you' are a ball type thing that spins around and generally bounces



in an uncontrolled sort of way. Quite apart from the many squelching, wobbling and spinning amorphous blobs that comprise the bad guys in this game there is a problem – just that of getting your ball to go in the direction you want it to.

Not only does it bounce oddly but the game features various areas where gravity is reversed or otherwise twisted. Early on for example you come to a screen which looks faintly like a pinball table and you find the gravitational field which centres around two points in the middle of the screen is so strong you go around and around, just desperately trying to get off the damn screen. . .

The object of **Kinetic** is to pilot your spaceship (bounce your ball with sticky-out bits) across the myriad screens collecting three giant letters P,X and A which have to be formed into a latin word and presented to the Kinemator. (This is what we in the trade know as a 'make it up as you go along' plot). Really, what it's all about is collecting objects like shields and weapons.

The backgrounds look good but then don't scroll. It just flips between screens (although very neatly). They ought to scroll. In any event you'd be pretty hard pressed to find any colour clash whatsoever.

Where objects are animated it's done well – I particularly like the amoeba which looks like a man trapped in a pillow case. Inevitably there are transporters which will wizz you to later screens (more than fourty in all) provided you know the code number. . . or can work it out.

Kinetic is, to be cynical, a repackaging of several ideas, bouncing games, maze games and collecting games.

But despite that I kept playing. The gameplay is right and the degree of difficulty has been well judged so that you can achieve just enough, early enough, to make you want to continue■

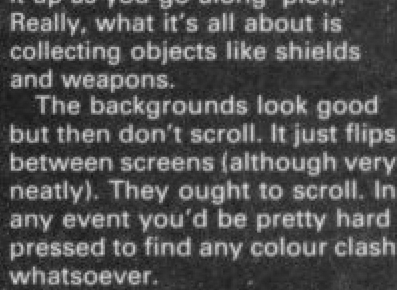
FACTS BOX

Not the first (or last) bouncing ball game. Never mind – it rings a few new changes and plays beautifully

KINETIC
Label: Firebird
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer:

★★★★☆



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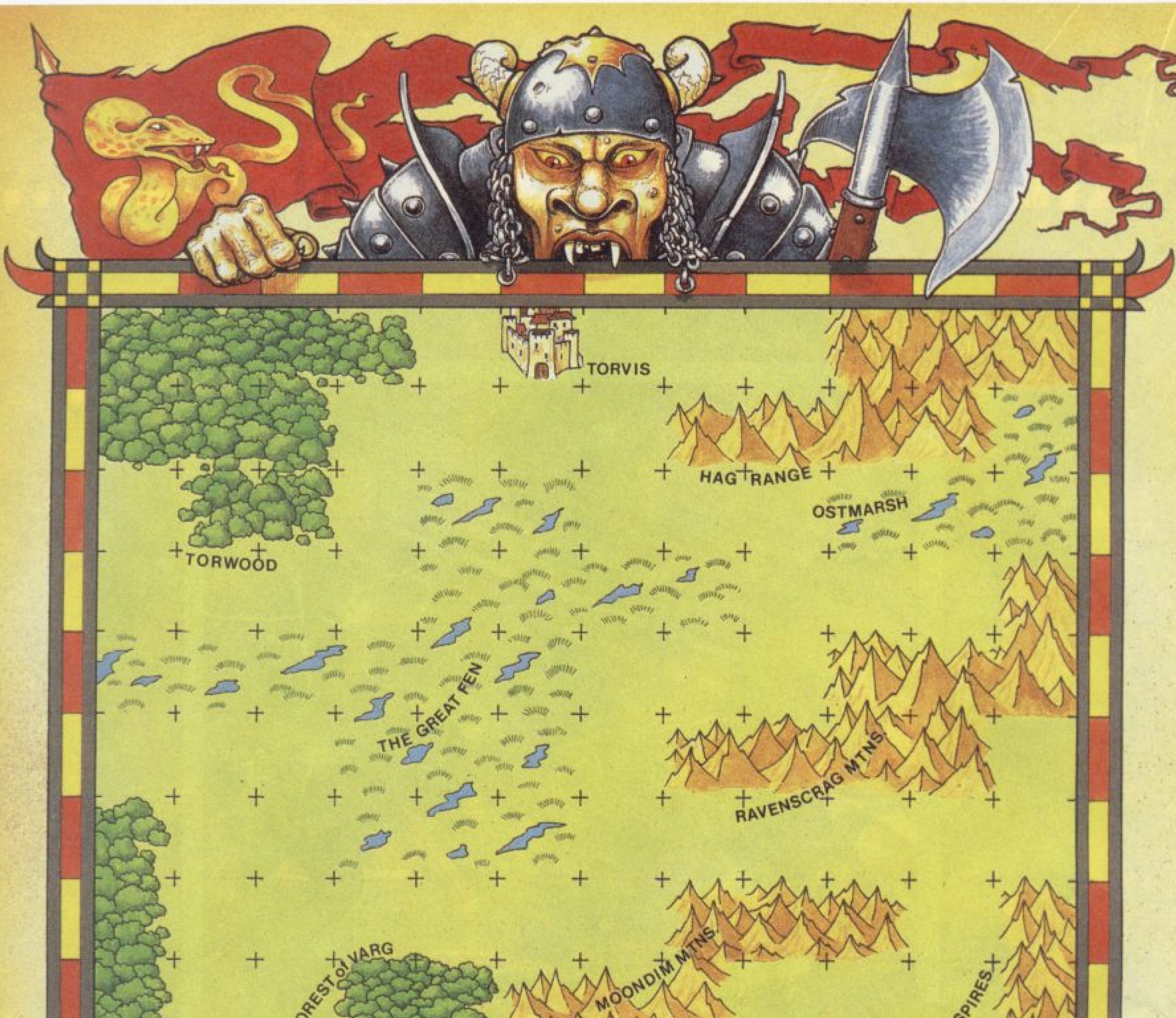
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ASSAULT OF THE OGROIDS

A solo fantasy adventure by Gary Chalk

Smoke drifts across the city as the inhuman forces of the Necromancer ready themselves for their final assault.

For three days ogroids and lesser goblins have swarmed over the skeleton siege-engines toiling under the whips of their overseers. The omnious shapes are visible from where you stand on the terrace of the temple, awaiting admittance to the Council of the Archons.

As you pass through the bronze doors, ten haggard faces turn as one as the Speaker, Orvid Greyrobe, clears his throat. . .

"You have have been chosen, Deerfoot, from all the warriors of the city for your skill in running, your clarity of thought and your good fortune in all games of chance. Will you you try to bring aid to Lendra, the city of your birth, from our ally of Torvis?

"Our captains estimate that if you can reach Torvis in the next thirty hours, we can hold out against the enemy until the forces of King Bladon arrive.

"If not the city will fall to the assault of the ogroids!"

Your lips are dry and your skin slick with sweat as you hear your voice reply: "I will go, my lord, although I do not know the way. . ."

"No matter, we have prepared a map for you and readied these for your journey," replies The Speaker, indicating a small pile of equipment lying on the marble table in front of you. "Choose as you will". . .

Ogroids Assault isn't quite like any other game, but it contains strong elements of **Dungeons and Dragons** *and role-playing games. Although, of course, it's a slow adventure.*

Your task – to get across the board alive and within the time allowed – requires a mixture of luck and good judgement.

- *Should you fight or run?*
- *What weapon will be of most use?*
- *Which is the safest route?*

And the great thing is you can play the game time and time again and never exhaust all the possibilities.

STARTING THE GAME

Cut out your character counter from the bottom left-hand corner of the board and place it on the map in the Lendra square and you are ready to start your journey. You may move into any adjacent square, but remember Orvid's parting words.

"Run swifty Deerfoot, you have only thirty hours to save our city. I call down a blessing on you from the Allfather, for of all men, this day, your need will surely be the greatest. . ."

In **Ogroid's Assault** *your Spectrum will do most of the boring work, like generating random or partly random numbers and keeping track of what weapons you have and how dead you are.*

The listing has been designed to work on any Spectrum although it was written in 48K Basic, there should be no problem entering it into the 128K+2. At any one time there are quite a few different elements to be taken into consideration in the game, but the computer will take care of all of them asking you relevant questions about where you are, what weapons you have selected and so on. Helpfully, it will also tell you if you have died.

Type the program in and Save *it to tape using the command* Save "Ogroids".

Then, to play the game, Run *the program and it will prompt you for weapon selection and thus begin the game.*

THE EQUIPMENT

Before you start to play you've got to choose your equipment. The computer will prompt you, but each option has different advantages.

As your mission calls for speed rather than force of arms you may choose only one of the following weapons:

SWORD: *This adds 10% to your Combat Skill and 10% to your Hit Strength, whenever you engage in combat.*

SPEAR: *This adds 20% to your Combat Skill when you engage in combat in a Plains or Mountains square on the map. However, in a Marsh or Forest square, the close nature of the terrain deprives the weapon of any combat advantage. It adds 5% to your Hit Strength wherever you engage in combat.*

DAGGER: *This adds 20% to your Combat Skill when you engage in combat in a Marsh or Forest square. If, however, you are in a Plains or Mountains square, the open nature of the terrain deprives the weapon of any combat advantage. It adds 5% to your Hit Strength wherever you engage in combat.*

Also, you may place only one of the following small items in the pouch hanging from your belt:

20 GOLD PIECES: *This money completely fills the pouch. At no time during the forthcoming journey may you have more than 20 gold pieces in your possession. While you retain one gold piece, nothing else may be put in the pouch.*

BARLEY SPIRIT: *This small bottle contains enough of the firey liquid for three draughts. Each draught restores lost Combat Skill percentage by 5% per draught, and any number of draughts may be taken at any one time until the bottle is empty. Combat Skill may never be restored to more than 95%. You may drink from the bottle in an empty square or in a square containing an encounter which is not hostile, at any time. In a square in which you choose to engage in combat, you may drink before or after, but not during a round of combat.*

LODESTONE: *This primitive compass will aid you on your journey. Each time you are forced to flee or are led astray, the lodestone increases your chance of travelling in a direction by 25%.*

Once you have chosen your equipment, you should record both items. During the course of play you should record the loss, acquisition, exchange or consumption of any weapon or pouch item in your possession. You may only have one weapon and one pouch item in your possession at any one time.

You start the play with a Combat Skill and Hit Strength of 95%. Percentages lost during the course of play, as a result of combat or attrition, should be deducted from both Combat Skill and Hit Strength and recorded. Once these percentages reach zero you are dead from exhaustion and blood loss! And the game ends!!

Whatever weapon you are using, and whatever percentage modification it makes to your Combat Skill, you may never enter combat with a Combat Skill rating of greater than 95%.

HOW TO MOVE

Unless directed otherwise by an encounter, you may move only one square at a time. You may move straight ahead or back, from side to side or diagonally into an adjacent square.

As you move out of the square you are occupying, you must add the time it took to cross it to the total time taken for your journey. Also you must deduct the attrition percentage for that square from your Combat Skill and Hit Strength. These statistics vary with the type of terrain crossed. See Table I.

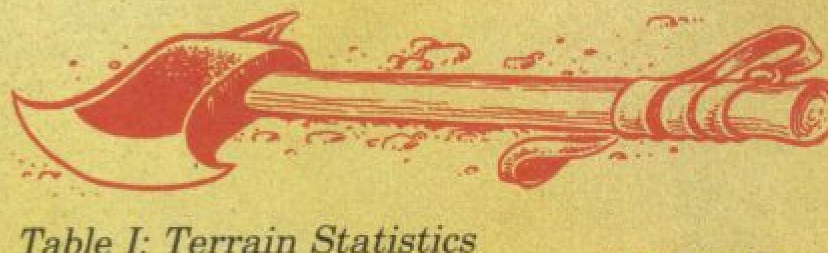


Table I: Terrain Statistics

TERRAIN TYPE CROSSED	COST IN HOURS	ATTRITION COST
Plain	1	1%
Siegeworks	2	2%
Forest	2	2%
Marsh	2	3%
Mountains	3	3%
To enter Torvis	1	1%

It costs nothing to leave the Lendra square that you start from

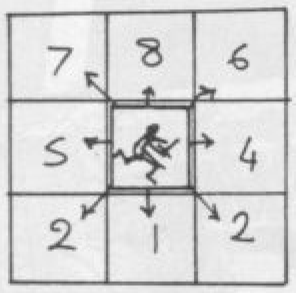

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FIREBIRD



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I wonder what's
EN ROUGE'
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Just a few lines between continental heists and yet more hairy escapades to say hello to all my fans and invite you on my most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe acquiring more than just the local scenery on the way.
Oops... must dash... gendarmes hot on my tail. Will write again soon with more news of my exhilarating escapades and growing booty bag.
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To
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RANDOM MOVEMENT

Certain encounters in the course of your journey will cause you to 'randomise movement'. Use the computer to randomise a number and refer the result to the diagram shown below:



Your next move must be to move your counter into the square on the map which corresponds to the random number you have just generated.

If you possess a lodestone you may, if you wish, add 1 or 2 to the random number received and then move in the new direction indicated.

If at any time, randomised movement would take you off-board, generate a new random number which will keep your counter in play.

ENCOUNTERS

On entering a new square, you will not know what perils await you. Use the computer to generate a percentage and refer it to the relevant table for the terrain type you are in. If you are in a mountain square, you would refer to the Mountain Encounters Table etc.

You may encounter someone who talks to you, a useful (or useless) item that you can exchange for one already in your possession, or you may meet an enemy and be given the option 'fight or flee'. If you decide to flee, simply randomise movement as shown above and move into the square selected. If you decide to fight your foe, follow the procedure outlined below.

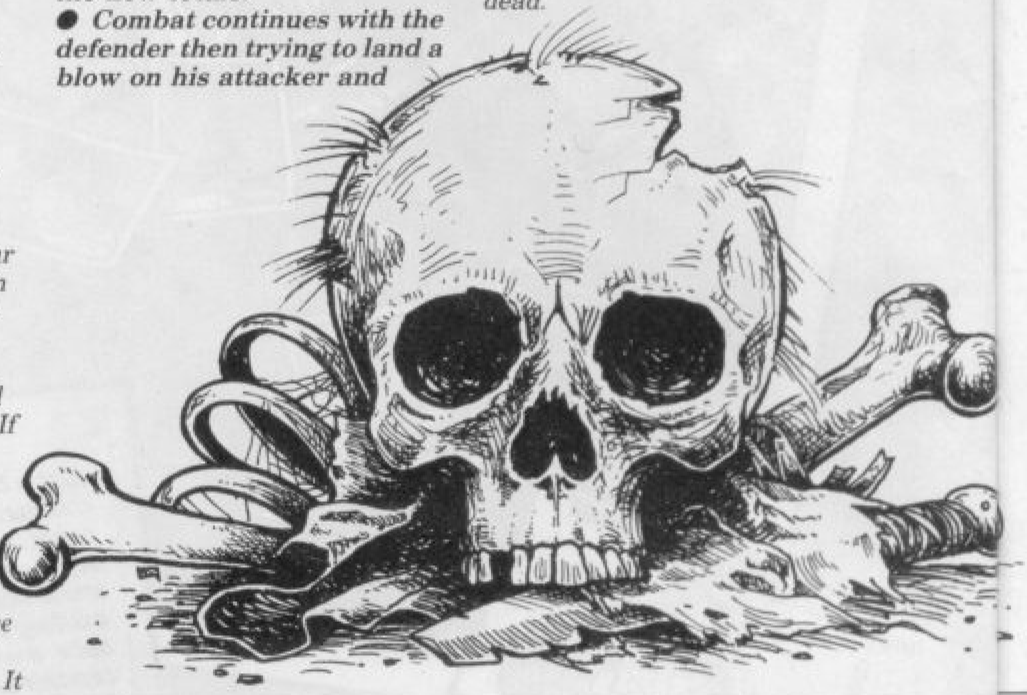
COMBAT

The encounter table will give you the Combat Skill and Hit Strength of your oponent. It will also inform you who strikes the first blow. Whoever strikes the first blow, the following procedure is followed:

- ***The attacker uses the computer to generate a percentage. If that percentage is equal to or less than the attacker's Combat Skill, then he has scored a hit on his opponent. If the percentage is greater than the attacker's Combat Skill, then the blow has missed.***
- ***The damage done to the defender is equal to the Hit Strength of the blow. Subtract the damage from the defender's Combat Skill percentage and ONLY if you are the defender, from your Hit Strength as well. Record the new totals.***
- ***Combat continues with the defender then trying to land a blow on his attacker and recording the damage done (if any). When the attacker and defender have traded a blow on each other, this constitutes a round of combat.***
- ***After the first round and subsequent rounds, you may elect to flee from combat. This is done by moving in a random direction as outlined above.***

NB Do not forget to record the cost in time and attrition of the square in which you have been engaged in combat.

If you elect to continue in combat, you and your foe may continue to swap blows until one of your Combat Skill ratings reaches zero – in which case that particular person or creature is dead.



```
  10 REM ogroid's assault
  20 DEF FN p()=INT (RND*100.5)
  30 RANDOMIZE : LET cs=95: LET hs=95: L
ET gp=0: LET bs=0: LET ls=0: LET t=30: L
ET p$="": GO SUB 740
  40 PRINT '"Choose 1 for Gold, 2 for Bo
oze"'"or 3 for Lodestone"
  50 GO SUB 220: LET bs=3*(a$-"2"): LET
gp=20*(a$="1"): LET ls=(a$="3")
  60 IF a$="2" THEN LET p$="booze"
  70 IF a$="3" THEN LET p$="Lodestone"
  80 CLS : PRINT "Choose:"''"M)ove squar
e"'"R)andom move"'"F)ight foe"'"A)dd gol
d"'"E)mpty pouch"'"P)ick up"'"U)se pouch
"'"W)eaponry"'"N)umber"''"Combat ";cs;";
 Hit ";hs:"  "'"Gold Pieces ";gp:"; Booz
e ";bs;"  "'"Time ";t;((" Pouch="+p$) AN
D NOT gp): GO SUB 490
  90 IF a$="m" THEN GO TO 240
 100 IF a$="r" THEN GO TO 260
 110 IF a$="f" THEN GO TO 310
 120 IF a$="a" THEN GO TO 530
 130 IF a$="u" THEN GO TO 570
 140 IF a$="e" THEN LET p$="": LET ls=0:
 LET bs=0: LET gp=0: PRINT "Your pouch i
s now empty": GO SUB 520: GO TO 80
 150 IF a$="n" THEN PRINT '"Number is "
;FN p();: GO TO 560
 160 IF a$="w" THEN GO TO 700
 170 IF a$="p" THEN GO TO 670
 180 IF T<1 OR hs<1 OR cs<1 THEN PRINT "
You have failed... miserable "'"wretch."
: STOP
 190 IF cs>95 THEN LET cs=95
 200 IF hs>95 THEN LET hs=95
 210 GO TO 80
 220 GO SUB 490: IF a$<"1" OR a$>"3" THE
N GO TO 220
 230 RETURN
 240 CLS : INPUT "Hours lost ";h;" and a
ttrition ";a
 250 LET t=t-h: LET cs=cs-a: LET hs=hs-a
: GO TO 180
 260 CLS : PRINT "Your new move is ";1+I
NT (RND*7.5)
 270 IF ls THEN PRINT "You have the lode
stone, you can add 1 or 2 if you wish."
 280 GO SUB 520: GO TO 240
 290 PRINT "Glug glug...": LET cs=cs+5:
LET bs=bs-1: IF NOT bs THEN LET p$=""
 300 GO SUB 520: GO TO 180
 310 CLS : INPUT "The foe's combat ";fcs
;" and hit ";fhs:
 320 PRINT "Does the foe have first hit(
y/n)?": GO SUB 490: IF a$<>"y" AND a$<>"
n" THEN GO TO 320
 330 LET cp=FN p(): LET m$=a$
 340 IF w$>"1" THEN PRINT "Are you in Pl
ains/mountains,"'"Forest/marsh or Neithe
r (p f or n)?": GO SUB 490: IF a$<>"p" A
ND a$<>"f" AND a$<>"n" THEN GO TO 340
 350 LET csm=20-10*(w$="1")-15*((w$="2"
AND a$<>"p") OR (w$="3" AND a$<>"f"))
 360 LET hsm=10-(w$>"1")
 370 IF m$="y" THEN GO SUB 470: GO SUB 4
30: GO TO 390
```

ASSAULT OF THE OGROIDS

Encounter Table 1: Mountains

Percentage	Result
1 – 30	The square is empty
31 – 35	You meet with a Dwaren Shield maiden. Good Heavens! It's Gilda Bearsbreath. She has a long blond beard and her lovely white tooth gleams in the sunlight. Gilda takes a shine to you and offers you a dagger. The blade has poison on it and will *automatically* kill your opponent next time you engage in combat, thereafter functioning as a normal dagger. You may substitute this dagger for your own weapon if you wish
36 – 50	The stones beneath your feet suddenly give way and you tumble down into an ancient tomb. Generate a percentage and compare to the table below. You find: 1 – 20 Nothing 21 – 30 Some very interesting wall carvings 31 – 40 A bear has been using the tomb as a den. You have woken the creature up and it starts to shamble towards you. You may fight or flee. If you fight, you may strike the first blow. The bear has a Combat Skill of 15% and a Hit Strength of 30% 41 – 50 A clay pot containing a funery offering of five gold pieces. You may put some or all of these in your pouch if there is room. 51 – 60 The occupant of the tomb stands before you – a Mummy! You may fight or flee. If you decide to fight, the mummy will strike the first blow. Its Combat Skill is 25% and its Hit Strength is 8% 61 – 70 A small limestone statuette – it's a votive figure of a hamster 71 – 80 Two giant rats are gnawing some old bones. You may fight or flee. If you fight, you will strike the first blow. The rats have a combined Combat Skill of 16% and Hit Strength of 10%. If you do not flee and survive the combat, you will find a lodestone lodged amongst the old bones. You may substitute this for the contents of your pouch if you wish 81 – 90 A map showing you four tunnels leading directly north, south, east and west from your present position. If you follow a tunnel, you may travel under the next square without encountering anything. When you have surfaced in the subsequent square, you should add one hour to the total time of your journey irrespective of the terrain you travelled under. There has been no terrain attrition loss. You may now proceed as normal 91 – 100 The roof of the tomb starts to collapse about you! You have a 20% chance of fleeing. Generate a percentage. If you score 20% or less, you may flee in the normal manner. If you score 21% or more, then you are, sadly, crushed to death by the falling masonary
55 – 70	Blizzard. Howling winds and driving snow make you numb with cold. Lose 10% from both your Combat Skill and your Hit Strength. Randomise direction
71 – 75	What you took to be a rocky outcrop is in fact the seated figure of a Mountain Giant. He thumps the ground meaningfully with his club. You cannot fight him, and you only have a 30% chance of fleeing. Generate a percentage. If you score 30% or less, you may flee in the normal manner. If you score 31% on more, then your mision ends here in a red smear on the moutainside.
75 – 90	You find your way blocked by a deep ravine. It costs you an extra hour to make your way around the obstacle
91 – 95	You meet a hermit. He offers you a bowl of stew. The warm food restores your Combat Skill and Hit Strength by 15%
96 – 100	Stuck into the trunk of a pine tree, you discover a spear – lost, no doubt by a hunter. You may substitute this spear for your own weapon if you wish

Encounters Table 2: Plains

Percentage	Result
1 – 30	The square is empty
31 – 35	You discover the body of a royal messenger. In his pouch is a bottle of potion inscribed with a rune of speed. When drunk, it allows you to totally ignore the time and attrition costs of the next square you pass through. You may drink this now or put it in your pouch if it is empty
36 – 40	A highwayman appears from the bushes: "This road carries a toll of 10 gold pieces. Pay up or die!" You can pay, fight or flee. If you fight, the highwayman strikes the first blow. He has a Combat Skill of 30% and a Hit Strength of 15%
41 – 60	You enter a ransacked village. Generate a percentage and compare to the table below. You find: 1 – 20 Nothing 21 – 30 Nogo Gripmuffin – a hobbit who has drunk everything the ogroids left in the tavern. He detains you for one extra hour and misdirects you. Randomise direction 31 – 50 A dead dog 51 – 60 A purse containing 10 gold pieces. You may put some or all of these in your pouch if there is room 61 – 70 A tatty copy of *Playdwarf* magazine. Gilda Bearsbreath is really something! 71 – 80 An ogroid looter. You may fight or flee. If you fight, you have the first blow. The Ogroid attacks with a Combat Skill of 20% and a Hit Strength of 20% 81 – 90 A sword. On the blade are runes of power. In all other respects the sword is normal, but when using it against an ogroid, you may add 10% to both your Combat Skill and Hit Strength. You may substitute this sword for your own weapon if you wish 91 – 100 A Goblin straggler leaps out of the ruins. You may fight or flee. He has the first blow. The Goblin's Combat Skill is 12% and his Hit Strength is 10%
61 –80	Refugees from the fighting. They block your progress and hold you up for an additional hour
81 – 90	You meet a friendly Centaur. He offers you a lift on his back to aid your mission. You may travel across the next two squares in and direction on the centaur's back, regardless of the type of terrain. You will add only one hour to your total for the journey, you will suffer no attrition cost at all and encounter nothing in the two squares you cross. The centaur will leave you in the third square, where you will proceed as normal
91 – 95	You are suprised by a regiment of ogroid reinforcements. You cannot fight them all, and you only have a 20% chance of fleeing. Generate a percentage. If you score 20% or less, you may flee in the normal manner, unfortunately leaving any weapon you may posess behind. If you score 21% or more, then you have been overwhelmed and you mission ends very painfully at this point
96 – 100	You meet a friendly pilgrim. He gives you a cordial that restores your Combat Skill and Hit Strength by 20%

```
380 GO SUB 430: GO SUB 470
390 PRINT "Foe's combat ";fcs;" and hit ";fhs'"Yours ";cs;" and ";hs
400 PRINT "You can fight or run (f or r).": GO SUB 490: IF a$="r" THEN GO TO 260
410 IF a$="f" THEN LET cp=FN p(): GO TO 370
420 GO TO 400
430 IF cp<=cs+csm THEN LET fcs=fcs-(hs+hsm): PRINT "You hit the dastard!": GO TO 450
440 PRINT "You missed..."
450 IF fcs<1 THEN PRINT "You have slain the evildoer!": GO TO 560
460 RETURN
470 IF cp<=fcs THEN LET cs=cs-fhs: LET hs=hs-fhs: PRINT "You reel under a blow!": IF cs<1 OR hs<1 THEN PRINT "It proves fatal...": GO TO 180
480 PRINT "You survive the onslaught...": RETURN
490 LET a$=INKEY$: IF a$="" THEN GO TO 490
500 IF a$=INKEY$ THEN GO TO 500
510 RETURN
520 PRINT '"Press any key to continue": GO SUB 490: RETURN
530 CLS : IF p$<>"" THEN PRINT "Your pouch is full!": GO TO 560
540 INPUT "How many? ";ng
550 LET gp=gp+ng: IF gp>20 THEN PRINT "You only have room for 20!": LET gp=20
560 GO SUB 520: GO TO 180
570 CLS : PRINT "Your pouch contains ";p$
580 IF gp THEN GO TO 630
590 IF bs THEN GO TO 290
600 IF ls THEN PRINT "Can't do that": GO SUB 520: GO TO 80
610 IF p$="" THEN PRINT "nothing": GO TO 560
620 INPUT "Using ";(p$);" changes your combat from ";(cs); " to ";cs;", and hit from ";(hs);" to ";hs: GO TO 560
630 PRINT gp;" gold pieces"
640 INPUT "Spend how many? ";gn
650 IF gp-gn<0 THEN PRINT "Too poor!": GO TO 560
660 LET gp=gp-gn: GO TO 560
670 CLS : IF p$<>"" OR gp OR bs OR ls THEN PRINT "Your pouch isn't empty!": GO TO 560
680 INPUT "Get what? ";g$
690 LET p$=g$: PRINT "Got it.": GO SUB 520: GO TO 180
700 CLS : PRINT "Press l to lose your weapon, or n for a new  one";
710 GO SUB 490: IF a$="l" THEN LET w$="": GO TO 560
720 IF a$="n" THEN GO SUB 740: GO TO 560
730 GO TO 710
740 PRINT '"Choose 1 for Sword, 2 for Spear or 3 for Dagger"
750 GO SUB 220: LET w$=a$: RETURN
```

ASSAULT OF THE OGROIDS



Encounter Table 3: Forest

Percentage Result

1 – 50 The square is empty

51 – 55 As you enter this forest glade, you notice some extremely large and brightly coloured fungi. When you run your hand over one, it release a cloud of spores which make you feel curiously light headed. Dazed, you stumble around for some time before the effect wears off. Lose an extra two hours and randomise direction

56 – 60 Ahead of you is a large area of ruins, almost hidden by ivy and other forest growth. You are shocked to realise that this is a settlement of the outcast Chaos-worshipping mutants. As you turn to flee your foot catches in a cleverly concealed noose. As you hand upside-down you can see the hideous forms of mutant guards approaching... They take you before the Chief Mutant, who tells you that his name is Zinclare Yuzer and juding by his tentacles this may be only too true. Generate a percentage and compare it to the table below to discover his reaction. you find:

- 1 – 33 Oh dear – Zinclare is having one of his 'bad days'. Foaming at the mouth he orders you to be cast into the snake-pit as a sacrifice to the Chaos Gods. As you die, writhing in agony, with quest in ruins, you may like to know that Zinclare feels much better for a little of what he calls 'therapy'
- 34 – 66 Zinclare is not enraged but he isn't overjoyed to see you either. He orders that your weapon and the contents of your pouch are taken from you. You are blindfolded, taken a short distance through the forest and released. You have no idea where you are, so you must randomise direction
- 67 – 100 The Chief Mutant lets you speak. When you tell him of your mission to defeat the Necromancer, he swears a mighty oath. With tears in all his eyes, Zinclare tells you that he used to be normal until the Necromancer himself introduced him to the worship of the dark Chaos Gods. Zinclare vows to help you! A mutant tracker, Derek, will guide you for the next five squares. You may travel in any direction and for five squares you will have no encounters. You suffer normal attrition loss for the terrain you will travel through, but each square will cost only one hour to cross. Derek will leave you at the beginning of the sixth square where you will continue on as normal

61 – 70 You discover a forest tree covered with lush fruit. After eating some of them you feel refreshed. Add 10% to both your Combat Skill and your Hit Strength.

71 – 80 You realise that your are being followed by a pack of wolves. You may fight or flee. You may strike the first blow against the wolves which have a combined Combat Skill of 35% and a Hit Strength of 15%

81 – 90 Almost hidden amongst the trees, you discovered a shrine to the Allfather. Pausing to mutter a brief prayer, you are almost blinded by a brilliant ray of sunlight which suddenly strikes the altar. It illuminates the most wonderful sword you have ever seen. Normal in all other respects, when the sword has been used to kill an ogroid, it allows you to add the creature's Hit Strength percentage to both your Combat Skill and your own Hit Strength. You may sustitute this sword, 'Strength Stealer', for your own weapon if you wish

91 – 100 Unknowingly, you have wandered into a faery ring. You are suddenly surrounded by a horde of the fair folk crying: 'Pay up, or dance till you drop!' Their leader, King Doombladder, informs you that you must pay a fine of 15 gold pieces as a fine for trespassing on their territory. If you do not have money or you do not wish to pay, you must join in the wild dance that is even now beginning to swirl about you. The dance will cost an extra three hours and reduce both your Combat skill and Hit Strength by 10%

Encounter Table 4: Marsh

Percentage Result

1 – 30 The square is empty

31 – 50 Ahead of you is a group of small flickering lights. As you make your way towards them, you realise that they are shifting and moving away from you. You have been led astray by a group of were lights. Randomise direction

51 – 60 You meet a fisherman of the marshes. He is not overly impressed by the importance of your mission, but for ten gold pieces he will give you a lift in his boat. If you do not have the money you must continue on foot. If you decide to pay of a lift, the fisherman will take you across the next 1 to 4 marsh squares. You may choose both the number of squares and the direction. For each square you cross in the boat, add one hour to your journey. As you are resting, there will be no attrition cost. You will have no encounters in any of the squares

61 – 70 As you splash your way out of a slimy pool, you look down and see that your legs are covered with leeches. you lose 5% from both your Combat Skill and you Hit Strength. In addition you lose an extra hour removing them from your legs.

71 – 80 In the midst of a great reed bed you discover an ancient, rotting hulk. Generate a percentage and compare to the table below. You find:

- 1 – 20 Nothing
- 21 – 30 The rotting deck gives way beneath you and you fall into the hold below and find yourself in the lair of a clan of Meremen. There are at least twenty of them, all with tridents clasped in their webbed fingers. You cannot fight them all and you have only a 25% chance of fleeing. Generate a percentage. If you score 25% or less, you may flee in the normal manner. If you score 26% or more, you have become main-course for the meremen. As your mission ends here, it may be of some comfort to know that you will be delicious
- 31 – 40 The hulk proves to be the treasure-ship of some long-forgotten pirate. From the booty of a hundred raids, you may fill your purse with gold pieces. From the weapon racks you may choose either a dagger, a sword or a spear and substitute it for your own weapon if you wish
- 41 – 50 Three tons of very overripe haddock...
- 51 – 60 Two Marsh-goblins in residence. You may fight or flee. The Goblins strike the first blow. They have a combined Combat Skill of 20% and a Hit Strength of 16%
- 61 – 70 The wreck used to belong to a travelling alchemist. He left behind a pot of goblin repellant. You smear the foul-smelling goo all over yourself. During your next three encounters with goblins concerned will simply vomit and run screaming for the horizon. The encounter will then be over and you may move on to the next square
- 71 – 80 A stuffed owl
- 81 – 90 As you explore the ship, you crack your head on a deck beam and knock yourself unconscious. Lose an extra hour and 3% from both your Combat Skill and your Hit Strength
- 91 – 100 A bottle of vintage barley spirit. There is enough in the bottle to provide you with three draughts. You may drink some or all of it now, drink some now and top up your existing bottle, if you have one. You may substitute the bottle for the contents of your pouch if it is not alreay empty

81 90 You have wandered into a patch of quicksand. You only have a 50% chance of clawing your way out. Generate a percentage. If you score 50% or less, then you have succeeded, but you have lost your weapon in the process. If 51% or more, then the quest is over and your have... glub, glub, glub...

91 – 100 You meet one of the King's Marsh Wardens. He will give you a lodestone to help you on your journey. You may substitute it for the contents of your pouch if you wish. In addition he gives you some dried meat to chew on which restores your Combat Skill and Hit Strength by 10%



Encounter Table 5: Siegeworks

Percentage Result

1 – 20 The square is empty

21 – 30 You almost stumble across a dozing ogroid sentry. you may fight or flee. If you decide to fight, you will strike the first blow. The sleepy ogroid only has a Combat Skill fo 15% and a Hit Strength of 10%

31 -40 You discover an abandoned trench which leads directly north to nearest square of Plain terrain. No matter how many square of Siegeworks you cross before you reach the plains, this part of your journey will only take one hour although the attrition cost will be normal

41 – 50 A cowardly ogroid shaman appears. Before you can react, he casts a Tanglefoot spell on you and vanishes. This spell seriously hampers your movement, and you must count the time cost of this square as four hours

51 – 70 You are spotted by an alert Ogroid warrior. You may fight or flee. If you choose to fight, the Ogriod will strike the first blow. He has a Combat Skill of 25% and a Hit Strength of 20%

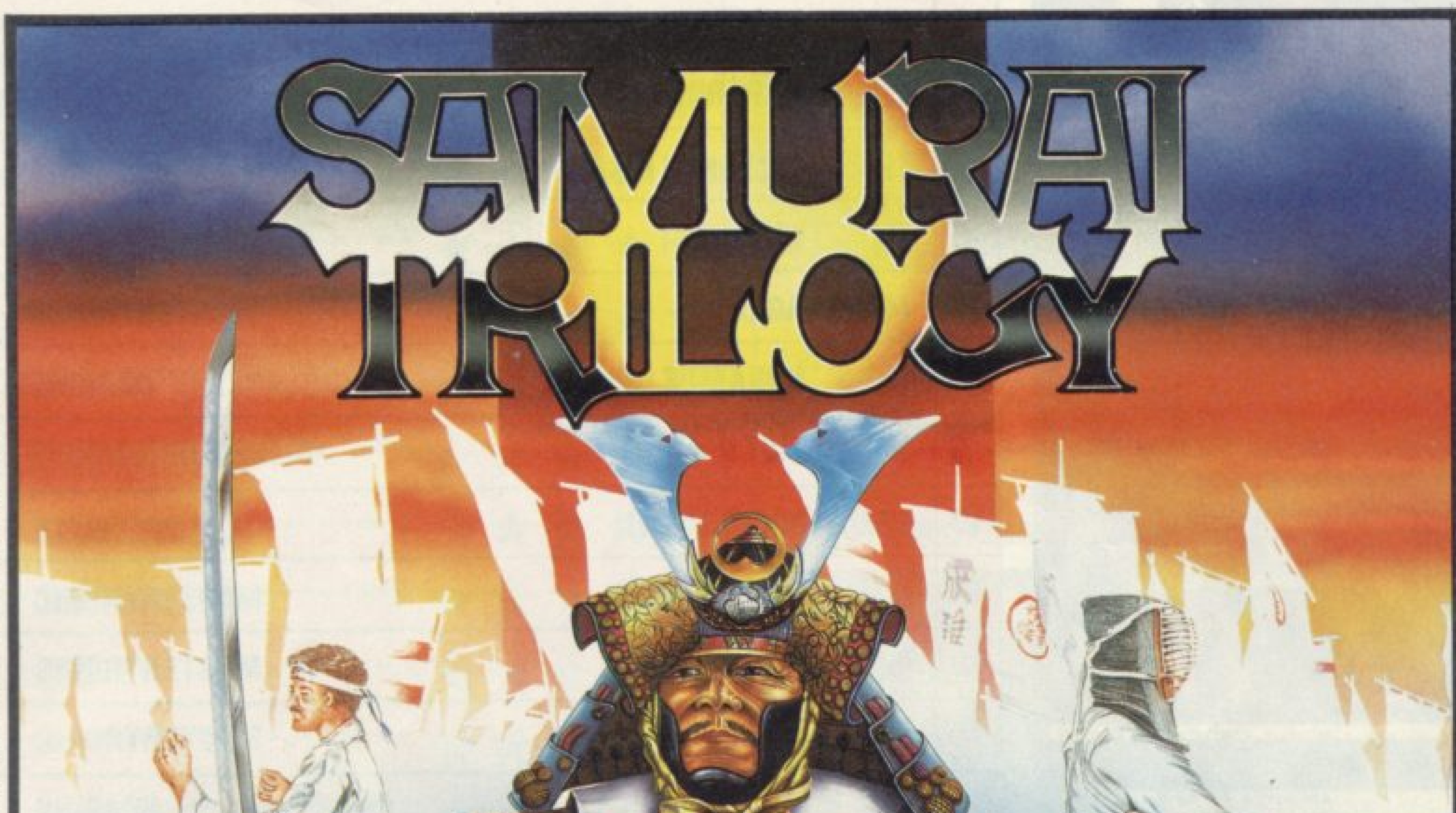
71 – 75 In your path is the body of one of the Royal Guards. He has a spear which you may substitute for your own weapon if you wish. In his pouch are seven gold pieces, some or all of which you may put in your pouch if there is room

76 – 80 A shape seems to materialsie out of the air in front of you, it coalesces into the form of the Necromancer himself! Before you can flee, he raises his hand and a burst of Demonfire errupts from his fingertips. You die in hideous agony and your rescue mission ends here

81 – 90 You tumble down into a pit in the middle of the enemy trenches. Landing safely at the bottom of the pit, you discover an old mineshaft which, although it twists and turns, seems to head north. You travel due north from the pit, under the next three squares and come to the surface in the fourth square, where you will continue your journey as normal. Add three hours to your time total and deduct 3% from your Combat Skill and your Hit Strength for the time spent underground. During your substerranean trip you will encounter noting at all

91 – 100 You become lost in a maze of disused trenches. Lose an extra hour and randomise direction■

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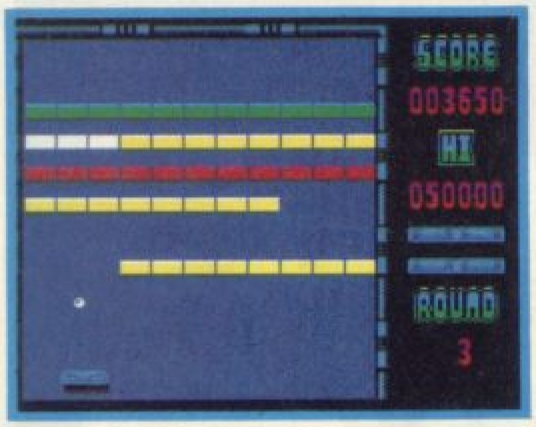
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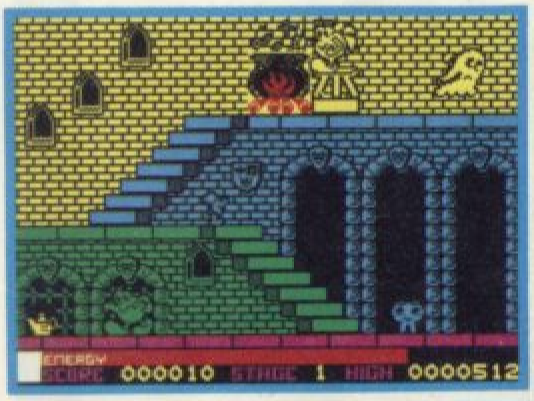
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▲ June tip for the top: Arkanoid



▲ Longest on the chart: Olli and Lissa

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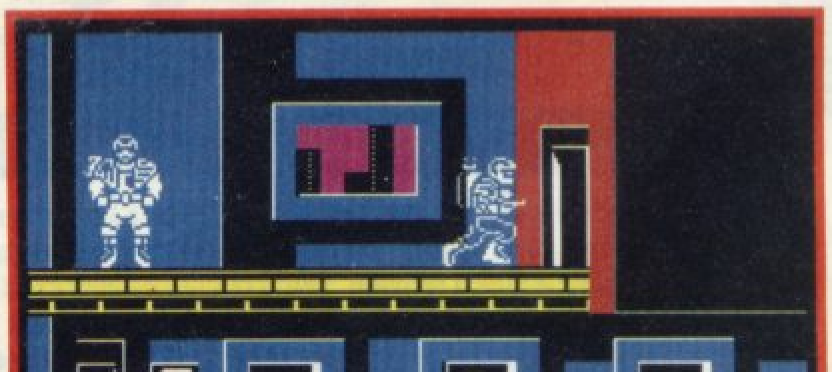
HOTTEST CLIMBERS

★ ★ ★ ★ ★ ★ ★ ★

Into the Eagle's Nest is a Gauntlet-alike, but it's better than that. The WWII plotline and decent graphics make it strong contender. **Judge Dredd** is your opportunity to blow away a few perps in what is



▲ Hot: Into the Eagles Nest

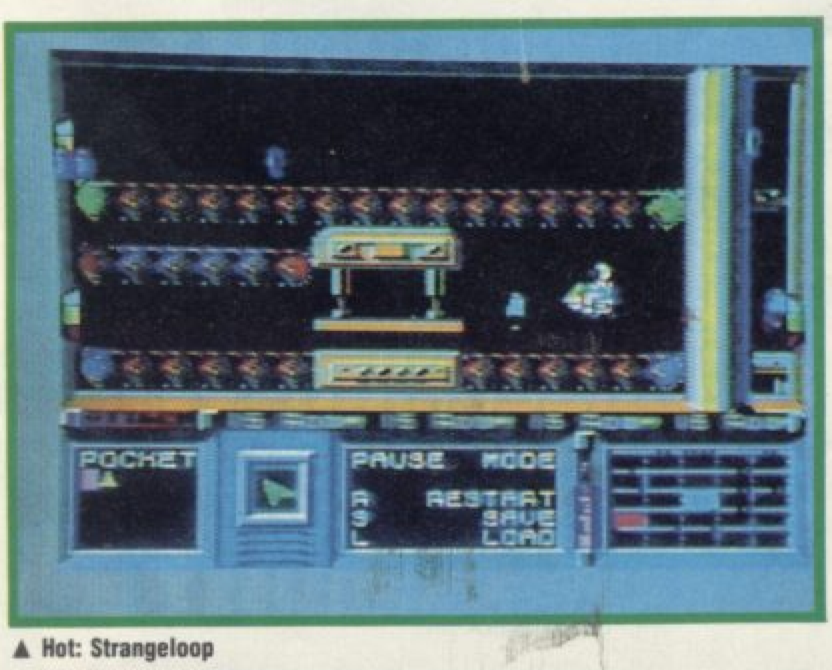


▲ Hot: Judge Dredd

E★N★T★Y

Highly entertaining tussle between two wizards with great graphics and 12 spells to conjure with	★★★★☆
Brilliant conversion of the C64 hit. It's a genuine simulation – a biker's paradise with smooth slippery action	★★★★★
Real 3D golf, not puny putting. Deserves to take the simulation market by storm. Five under par!	★★★★★
Excellent conversion from the coin-op. Inevitable hardware restrictions make the game less 'special', but it's still great	★★★★★
A graphically good but dull pot-boiler with cute characters. Predictable but well executed	★★★★☆
As good a conversion of the classic arcade game as could have been wished for. No-one should be disappointed	★★★★★
Good value multi-load graphic adventure. Nice graphics and better-than-average plot	★★★★☆
Good value collection of Konami's Imagine titles. Nothing brilliant, nothing really awful either. With Yie Ar Kung Fu and Green Beret	★★★★★
A sequel that's actually better than the hit that spawned it. Now all that whacking has a purpose	★★★★★
Platforms and ladders with great style. Terrific sequel to a strong original, which is thrown in too as a free extra	★★★★★
Passable 3D racing game with bikes not cars. Two-player option makes it more fun. On budget it's good	★★★☆☆
Could have been boring and tedious. Instead it's funny, exciting and impressive. A closet hit	★★★★★
Fist II equivalent. Budget but inferior. Acceptable graphics but lacks staying power	★★★☆☆
Nice try Jimmy, but unless you're prepared to spend time training, you'll never make it out of the fourth division	★★★★☆
Fail miserably. Disappointing, eh Greavsie? What can I say Saint. They've let themselves down badly	★☆☆☆☆
Nice scrolling space shoot out. Fairly average graphics but original. Cheap.	★★★★★
Pretty dull platforms and ladders romp through spook city. Not abysmal and quite cheap.	★★★☆☆
First compilation of 128K material. It's all enhanced old stuff, including Yie Ar Kung Fu II, International Match Day and Daley's Super-test	★★★★☆
Very nice sequel to the budget hit involving more frills and twiddles.	★★★★☆
A big improvement on Dambusters from the same firm. The graphics and game are as realistic as you could wish	★★★★☆

actually quite a good (despite what Jon Riglar thinks) *2000AD* translation. And **Strangeloop** is an old arcade adventure originally put out at full price by Virgin and now on buget. The puzzles are very difficult and the graphics still look pretty neat are very **Dan Dare**-esque



▲ Hot: Strangeloop

CHART ★ ★ ★ ★ BREAKDOWN

ARCADE

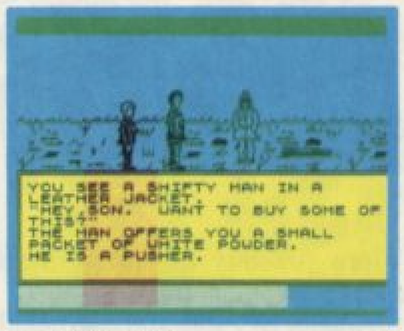
1	PAPERBOY	ELITE
2	GAUNTLET	US GOLD
3	FIST II	MELBOURNE HOUSE
4	BOMB JACK II	ELITE
5	COBRA	OCEAN

ADVENTURE

1	CONTACT SAM CRUISE	MICROSPHERE
2	GRANGE HILL	QUICKSILVA
3	FAIRLIGHT II	THE EDGE
4	DRACULA	CRL
5	HEAVY ON THE MAGIC	GARGOYLE



▲ Bomb Jack II



▲ Grange Hill



▲ Leader Board



▲ BMX Simulator

1	FOOTBALLER OF THE YEAR	GREMLIN
2	TOBRUK	PSS
3	TRIVIAL PURSUIT	DOMARK
4	BRIAN CLOUGH'S FOOTBALL	CDS
5	HEAD COACH	ADDICTIVE

STRATEGY

1	LEADER BOARD	US GOLD
2	SUPER SOCCER	IMAGINE
3	ACE OF ACES	US GOLD
4	KONAMI'S GOLF	IMAGINE
5	SILENT SERVICE	US GOLD

BUDGET £1·99 £2·99

1	FEUD	MASTERTRONIC
2	BMX SIMULATOR	CODE MASTERS
3	OLLI AND LISSA	FIREBIRD
4	AGENT X	MASTERTRONIC
5	KONAMI'S COIN-OP HITS	IMAGINE

Meet the printer interface with a gift for words.

Before you buy a printer interface, it's worth thinking ahead. One day, you'll probably want to write someone a letter. Draft an essay. Or create a report.

With RamPrint, it couldn't be simpler.

RamPrint gives you a powerful interface to the huge range of popular Centronics printers.

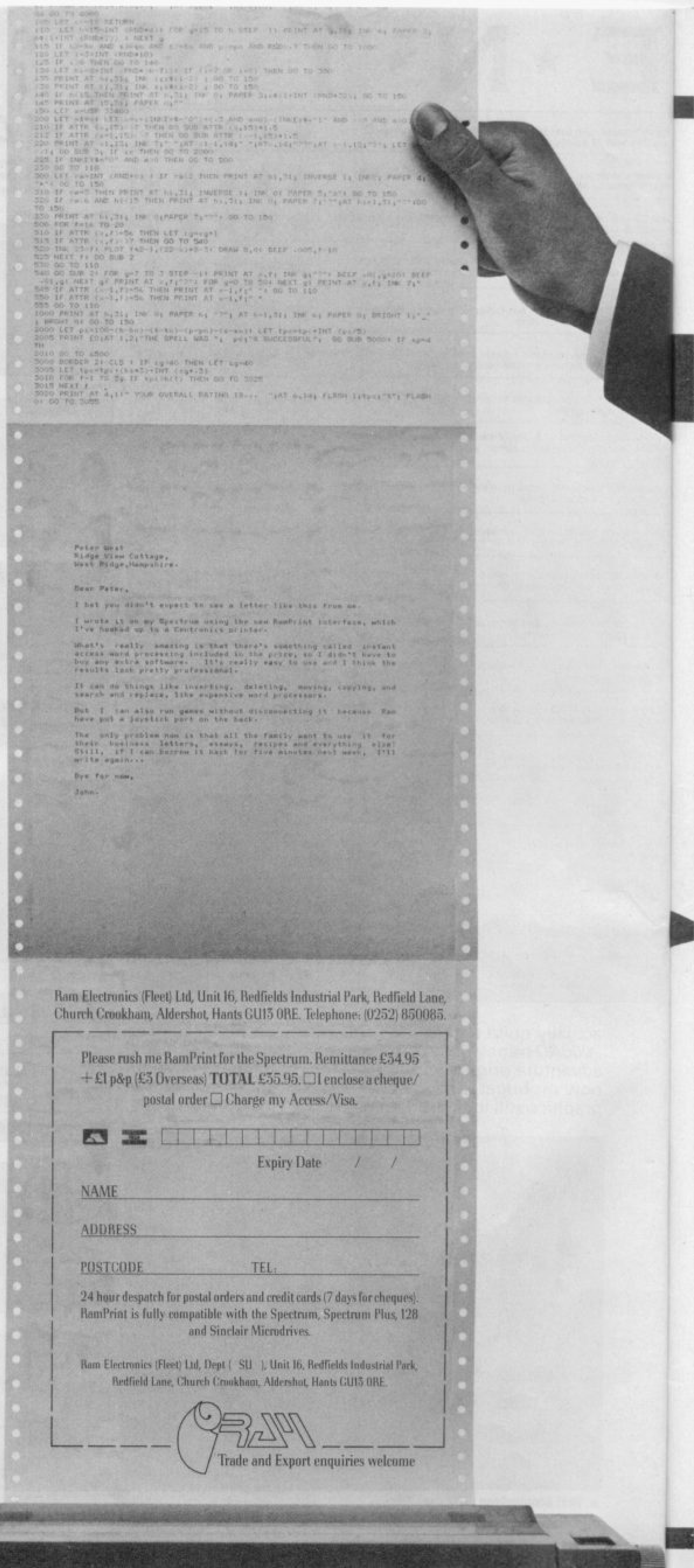
It's also the only interface with RamWrite 'Instant Access' word processing built in.

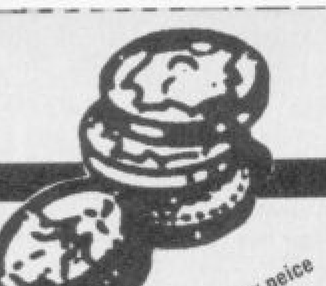
Plug in a printer and you're ready to create, edit and save professional-looking documents, quickly and easily.

The RamWrite program uses 'Instant Access' so there's no software to load, and takes none of the computer's precious memory. In fact, it's the simplest way to write a letter on the Spectrum.

The cost: just £34.95 (cheaper than buying an interface and software separately). We've included the printer cable – and even a joystick port so you can play games without unplugging.

To get your hands on one, simply fill in the coupon. Whichever way you look at it, it's a gift.





Please find enclosed a halfpenny peice – the Ed's pay for another year
Michael Gee
Steyning
West Sussex
● *Just what are you trying to imply?*



ARISE SIR JOHN

What is this? A national vendetta against the producer of the much maligned *Zapchat*, Jon Riglar.

Every month, without fail, at least one reader writes in and gives abuse in no uncertain terms to our Jon.

OK, so every now and then he makes an occasional faux-pas too unspeakable to mention, but apart from that he does a pretty good job.

I mean, who else would put up with the endless stream of sarcasm from the British public?
Jon Clark
Hoole
Chester

In the March edition of SU you did an article on game hacking. You mentioned about needing a disassembler but you did not say anything about where you could buy one. Please could you tell me where I could buy one.
Mark Cairns
Winsford
Cheshire
● *Try contacting HiSoft at The Old School, Greenfield, Bedford MK45 5DE or Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS*

This is the first time I have ever written to you and I don't expect to see my letter printed, but who cares? – I'll risk it.

Was it Riglar who wrote that *Idiot's Guide to Hacking* article? If so – sack him. If not – sack him anyway. I tried the hacking methods on at least eight games (only 1 recent game) and I couldn't even get the 0 OK, 0:1 message at the end of loading. Am I an even bigger idiot than I thought, or is Sir Jon the idiot because it's his guide to hacking?
Tim Bratton
Steyning
West Sussex
● *Well, if you feel like that we won't print your letter. The answer is (sad to say) you're a bigger idiot than you thought. The code was only ever meant to work with* ***Manic Miner.*** *The whole point about Poking is there is no magic formula. every game is different and needs a different Poke program. We did screw up by printing Line 40 twice. . . just ignore the first one*

As this is the first time I'm writing to you I would first like to congratulate you all on a great magazine. March's copy was excellent, but the article which was by far the best for a long time was the *Idiots Guide to Pokes* except for one problem (wait for it) – the listing given for finding the location of 53 + 202 does not work. Anyway after two nights of hard key pushing I thought I would enlighten you with my version of the listing which works great.

```
10 CLEAR 30000
20 LOAD "" CODE
30 FOR F = 30001 TO 65535
40 IF PEEK F <> 53 THEN GOTO 45
41 IF PEEK (F-3) <> 202 THEN GOTO 70
42 PRINT "CODE 53 AT";F
45 IF PEEK F <> 202 THEN GOTO 70
55 IF PEEK (F+3) <> 53 THEN GOTO 70
65 PRINT "CODE 202 AT"; F
70 NEXT F
80 PRINT "FINISHED": STOP
```

P Wilkie
Fife
Scotland

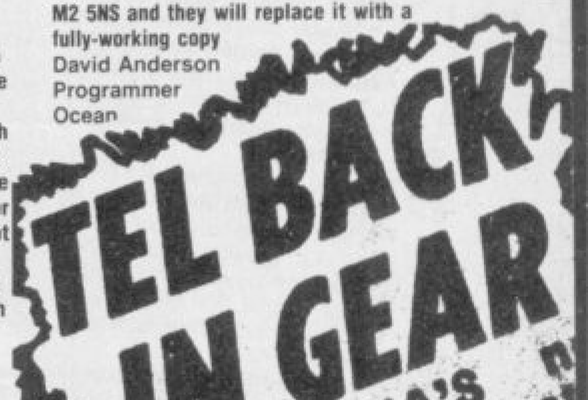
DODGY DUPE DEALING

I notice that one of your readers has been having problems with the program I wrote, released by Ocean, Super Soccer.

Because of a duplicating error – a bug that was spotted was not corrected in time – a number of bugged copies of the game were distributed to the shops.

The problem happens after a free-kick. When the game returns to the 3D pitch display after a foul, instead of being OK, the player who was fouled just lies on the pitch, as if dead. After a few fouls half the team is just lying on the pitch making play difficult!

If you have brought one of the small number of these bugged versions of Super Soccer **you should return it to Ocean at 6 Central Street, Manchester M2 5NS and they will replace it with a fully-working copy**
David Anderson
Programmer
Ocean



I wish to complain about Terry Pratt's review of Brian Clough's Football Fortunes.

If this review had come out a month earlier, I wouldn't be sitting here writing this letter because I wouldn't have the game.

Yet, I think the game is great fun. On only my second game in the second season I won the league and lost both the FA and the UEFA cups in the finals.

I *like* the idea of 'plodding around a Monopoly style board' and the Selection Problems and Managerial Luck are really exciting because the same one never comes up straight away again.

I wonder if Pratt thought it was rubbish because he got hardly any points?
M P Neads
Maidstone
Kent
PS Answer the question, Terry
● *Pratt thought it could have been a lot better if there was more strategy and tactical nouce involved in accumulating points. And if you couldn't cheat. And apart from that you're right – I hardly got any points*

Can I have a loan of Gordo Greatbelly? I don't really have any problems with my computer, but I think he's GORGEOUS!

In fact I think you should do a centre-fold with him – even one where he keeps his clothes on – for all us 'Mums' who read our offsprings' SUs.

Please tell me he's real flesh and blood and not a computer graphic! Come to think of it, couldn't someone write a game based on him?

I was going to send him a photo of me in my best black stockings and suspenders entitled 'Waiting for Gordo' – but my son says he'll never speak to me again if I do (he reckons Gordo wouldn't speak to me either!)

Ah well – perhaps our interfaces will meet one fine day (I was going to include a *perfectly* innocent 'joystick' pun – but some people have dirty, dirty minds!)

Yours in unrequited passion
Wendi Nada
Dumbarton
Scotland
PS Have you considered the enormous economic potential of a Gordo fan club?
● *Blurts a blushing Gordo: Flesh and blood? You betcha! At last someone who appreciates my mature chunky charms. Ignore the boy Wendi – get that snap in the mailbox NOW!*



May I through your *Letters* page tell your readers of a new club that has just started in the South West, based mainly in Wiltshire. It is the South West Sinclair Users Club and is open to anyone, any age, anywhere in the region who has a Sinclair computer. Membership is £4.50 per year details from the address below.
A Wright
33 Bradley Road
Trowbridge
Wiltshire

LETTERS

I was shocked to read your article on role-playing Games (RGP's) – (March SU). Does Gary Rook really know what he is talking about? Most of his facts are totally wrong or inaccurate. He has obviously never seen an RPG in his life.

He makes them sound as if 'you've seen the cartoon, now play the game' and that we sit around the table, beating up baddies with our imagination, and pretending to collect treasure.

I do not consider myself an intellectual but it is an intelligent form of using your imagination. It's just like playing a computer game, but using your brain instead of using a joystick.

He goes on to say that there are so many role-playing games in circulation, that 'no doubt we will soon see a *Miami Vice* or *Equaliser* game'. Well what about computer games! Churning basic concepts, twisting them, swamping the market with revamped crap.

Is he trying to get at RPG's or is he reviewing them? One wonders!

R D Morley
Cleobury Mortimer

● *Sorry to disillusion you but Gary Rook has almost certainly played more RPG's than you have, so there! If the article offended the dedicated RPGer it was because it was deliberately intended as an introduction to novice players*

AAAAAAAAAAAAAARRRRRRRRGH!!!!!! Now then, what was all that was about.

Well, one day, I bought your magazine and turned straight to the Starglider page and what do I see? Yes an SU classic. So I scraped together £14.95 and went and bought the game. I had great fun zapping and crashing and zapping and crashing, I even got my name near the top of the scoreboard.

Now I have just bought your March issue and what do I see? Five whole pounds off Starglider. You could have warned me or something!

Yours angrily
Roy Pittendrigh
Morpeth
Northumberland

● *Sorry, we were just trying to help. . . Sniff, sniff. . .*

PLUS 3 OR. . .

Come on SU, stop pulling our legs (ouch! Let go). Exactly five months after the +2's launch the +3! You didn't even paint the computer right. Who's idea was it, Gordo's? Try harder next time.

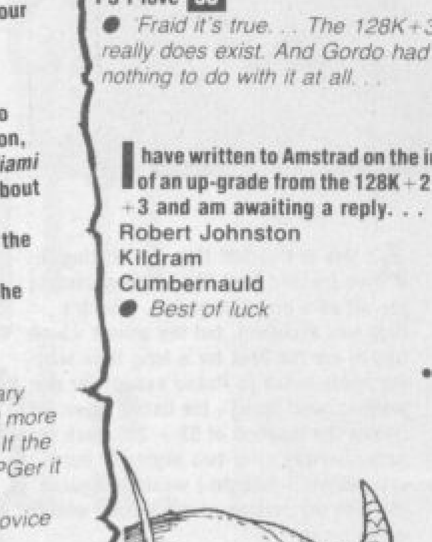
Orhan Icàseralf
Istanbul
PS I love SU

● *Fraid it's true. . . The 128K+3 really does exist. And Gordo had nothing to do with it at all. . .*

I have written to Amstrad on the in view of an up-grade from the 128K+2 to the +3 and am awaiting a reply. . .

Robert Johnston
Kildram
Cumbernauld

● *Best of luck*



ONLY TOO GLAD TO HELP!

In the January issue of your rag, you printed an article on what you all liked and disliked. It really made my life complete. . .

Anthony Stamp
Portslade
East Sussex
PS Don't put this into the round filing cabinet

● *Glad to know we wuz of some service*

I enjoy reading your mag. My brother Geoff is a philistine and a traitor and reads Your Sinclair which is drivel compared to SU. So please, please, please print this letter so I can show my brother that you're not heartless like the 'comic' that he reads

Robert Lloyd
Macclesfield

Phil E Stein





. . .NOT PLUS 3

And now the Plus 3. Great, wonderful. . . The only difference is a *disc drive*. What a disappointment!

There should be some REAL changes! They could boost the memory to 512K. The extra memory should just be put in a Ram disc so it would be compatable with 128K programs. There should be a *Mode* command for getting rid of the colour-clash problems. But on power-up it should be in colour-clash mode to be compatable. There should be 16-channel (or 8-channel) sound for mega-effects. Still use *play*, but you can add more strings. They should put in a Kempston joystick interface.

I don't like two-colour games. It *is* possible to do colourfull games, look at Shadow Skimmer. Paper Boy was ruined. If they tried hard enough, it could have been in colour. They should have put some 128K music in too.

Lloyd Russel
Bognor Regis
West Sussex

After reading about the new 128K+3 in your mag I am very disappointed and annoyed with Amstrad.

As a 128K+2 owner I would like to know why the hell they brought the 128K+2 out in the first place. Was it just to catch the Christmas market? No sooner do you get it out of the box when you hear about the +3 with its built-in disc drive.

I would also like to know if Amstrad intends to market an official disc drive. If not I think and I'm sure I speak for the majority of the +2 owners, that we have been conned.

Stuart Lennox
Dennistoun
Glasgow

● *Couldn't have put it better ourselves. A stand-alone +2 disc up-grade is essential – but there's no word yet*

I read with interest the news that Mr Sugar is to unleash his latest Spectrum, the Plus 3, on to the market.

However, it appears that Mr Sugar is going to make the same mistake that Sir Clive made a number of years ago, that is, by not enhancing the computer sufficiently, ie Spectrum to Spectrum +, Spectrum + to Spectrum 128. I appreciate that a disc drive is a vast improvement over the existing cassette-based system, but a realistic improvement to the current machine should show at least 256K memory, a top quality disc drive (preferably 3.5/5.25 inch, not 3 inch), and perhaps a surprise feature (CP/M, parallel/serial interface, etc)

S J McKilroy
Moulton
Northampton

Angry? Confused? Off your trolley? Get it off your chest. (Wot – the trolley?) Write it all down and send it to us. Send your angriest letters to: SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

OOER

Having been unable to acquire a copy of the February SU, I felt the need to phone you to find out what was up. The phone was answered by a lady making Ooing noises at me. In horror I slammed down the receiver. I sincerely hope that this was a wrong number. I then rushed upstairs to write the first paragraph of this letter.

Having written it I rushed downstairs again to make another phone call. I rang the number, 01-251 6222, but this time there was no answer. I heard the phone ring once, then there was silence. I said "hello" very politely, but still nothing happened. I hope there is nothing wrong with my phone!

I rung one final time. This time the phone was answered. I asked why I couldn't get hold of SU, was it because of the snow? The woman at the other end told me to hang on. I waited, and a man answered the phone. I asked him the same question, and he mumbled insults at me. There was then a funny twanging sound, and I thought, "Is SU that bad?"

Then there was silence. What are you at SU, a bunch of marauding ooers?

Yours ooishly,
Alex Cooray
Mortimer Crescent
London NW6
PS Jon Riglar should be strung up!

● *That must have been Tuesday afternoon. . .*

I just thought you would like to know that you have used the same magazine issue number twice.

The December issue was OK with number 57, so was the January 1987 issue with number 58. Then came February issue which had number 58 followed by March issue with number 59 which proves it wasn't a mis-print.

Andrew George
Stourbridge
West Midlands

● *Don't even talk about it. We know, we know. . .*

NEMESIS THE WARLOCK

If you're the slightest bit squeamish, then forget about getting **Nemesis The Warlock**.

If, on the other hand you get a kick out of hacking armies of alien warriors to pieces with a sword, or blowing them in half with a laser pistol and can stomach having to climb on top of them, you'll probably be playing it well into the early hours.

Nemesis The Warlock is the fourth *2000AD* character to find himself made into a computer game. And he's certainly made the most smooth transition.



Set on a world ruled by the arch-loony Torquemada, the comic strip is a constant tale of mortal combat fought on landscapes of broken bones and horrible drippy bits of things that are very hard to make out.



Nemesis (the hero) is the leader of the resistance organisation, which is constantly attempting (and just failing) to overthrow the tyrannical reign of Torquemada who is busy killing all the non-humans on the planet.

The game follows the same plot. You control the weird alien shape of Nemesis, who looks a bit like a cross between a horse and a man, guiding him over various screens of platforms, killing the Terminators – Torquemada's henchmen.

It's not sounding particularly interesting, is it? Well, you're completely wrong.

While **Nemesis The Warlock** isn't the most inventive game concept in the world, it's executed with such style as to make it stand head and shoulders over most of anything else about at the moment.

The graphics are extremely finely detailed, and the animation is great. Nemesis stalks around, jumping and ducking in order to avoid the onslaught of the bad guys. Not being a wholly pacifistic, you can despatch the ever more vicious fiends with a swift swish of your sword. Instead of just disappearing in a puff of smoke, the bad guys double up and fly back through the air. When they hit the deck, they begin to pile up, forming a rather grotesque platform on which you can walk.



The main problem with walking over the corpses of Torquemada's fallen army is that after a few seconds (depending on how close you are to T, and thus how strong his influence) they will twitch and jump and gradually turn into zombies who are very, very unpleasant and decidedly dangerous.

The zombies wander around, wielding scythes which will – on contact – drain your stamina points at a rapid rate. The only way to bump off a zombie is to spit acid at him. You only get one mouthful of acid per screen, so you'll probably have to stagger around for quite a while with it sloshing about. No wonder, Nemesis is in such a bad mood all the time.

Should you be fortunate enough to come across a pile of bullets, you can waste a few guys with the gun. The graphics here are just as detailed as with the sword-swinging section. Hitting *Fire* once causes you to raise the gun to shoulder-height. Hit the *Fire* button a second time and you'll unleash a bolt of photon plasma ray death (or something) which is quite sufficient to kill anything in its path.

Once you've wiped out your quota of terminators – which increases according to your progression – you must look for the exit and once you've found it you'll move on to the next screen which is even tougher.

Finally you'll find yourself face to face with big bad T himself and that promises to be quite a fight.

Nemesis is probably the most enjoyable killing spree I've had for a long time.■

FACTS BOX

This is one fantastic (and very violent) conversion. 2000AD finally comes to life! One of the stronger games around.

NEMESIS THE WARLOCK
Label: Martech
Author: Catalyst Coders
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Tim Douglas

★★★★★

SINCLAIR USER CLASSIC

EERING



MAG MAX © Game Design Nitchibutsu.
ARMY MOVES © 1987 Game Design Dinamic.

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ARCADE REVIEW

"Ah-ha! Have at ye, scoundrels! I am Dirk the Daring and I'm back from a short holiday after my escapades in Software Project's Dragon's Lair I in, you guessed it, Dragon's Lair II.

Now, admittedly I wasn't very good in the first game. I couldn't run about much, and sometimes I simply refused to move when or where you told me. I've since realised how annoying that was and am doing my best to mend my ways.

At the end of the last game, I rescued the lovely Princess Daphne, from the clutches of Singe the Dragon and returned her to her father, King Aethelred. Now I'm going back for the treasure. You'll have to guide me through more caverns and rooms while I do my best to fling myself on to spiky rocks and under enormous boulders.

In fact I'm still pretty tiresome although I'm quite well drawn.

Right. On with the gauntlet and on with the game. Ah, possible, or I'll be washed up right back at the start and we'll have to go through the rather boring waterfall section again.

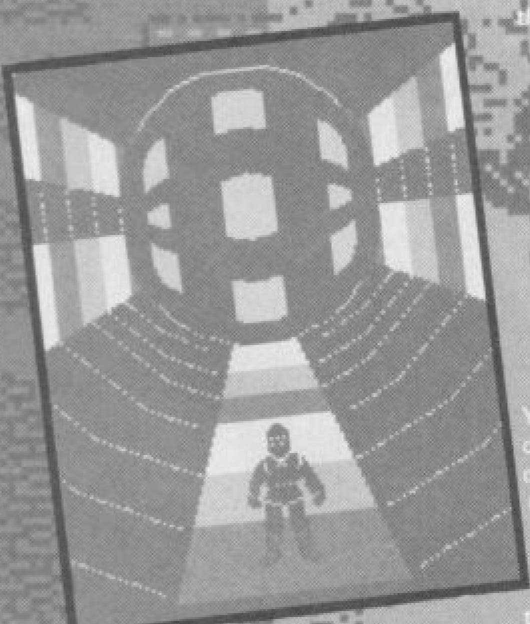
Strikes me as a little unfair, but there's nothing you can do about it really.

Down the corridor and where should we end up but Boulder Alley. Well, it's certainly bright and colourful (and not castle-like now I come to think about it).

There's a huge boulder rolling down the corridor at me. You'd better do something

DRAGON'S LAIR II

these waterfalls look a bit tricky don't they? Ay, but it's deceptively easy. All you have to do is guide me left and right through the jutty-out rocks.



You'll have to make sure that I don't get caught in the under-currents and swept off in an unexpected direction. . . And, there are lots and lots of waterfalls. They go on for ages.

Some have bridges over them that my little boat might hit, some don't.

"Oh-ho! Well done! We cleared the water-falls but watch out for these whirlpools! Each whirlpool moves unconvincingly left and right across the screen and contact with one will throw me out of the boat. Try to avoid this if quickly. That's it, pull down on the joystick and I'll do my best to run away from the on-coming rock. I'm not very good at running, I'm afraid. I look a bit stupid and I can only just manage to jump over the holes in the floor that crop up every now and again.

After a few seconds a big rolling thing will bole down from the side of the tunnel and knock me down and I lose my quota of lives, you'll have to go all the way back to the beginning and do everything again.

"Well also have to work hard to guide me through lots of other sections of the castle like the Throne Room and Doom Dungeon where I get struck by lightning unless you yank the joystick and move me to a safe location.

Despite the fact that things get a bit predictable, and you have to load my game in in sections. And despite the fact you have to go all the way back to the beginning every time I lose all my lives. Despite all this I'm actually enjoying being in this game much more than in my first outing"■

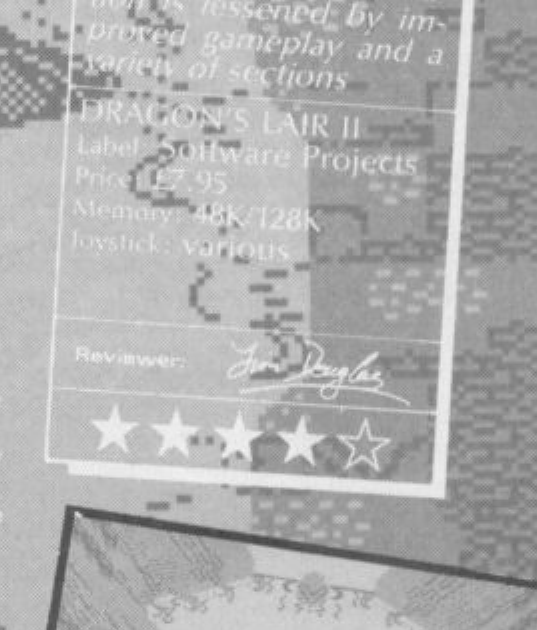
FACTS BOX

Certainly getting better. More multi-Load irritation is lessened by improved gameplay and a variety of sections

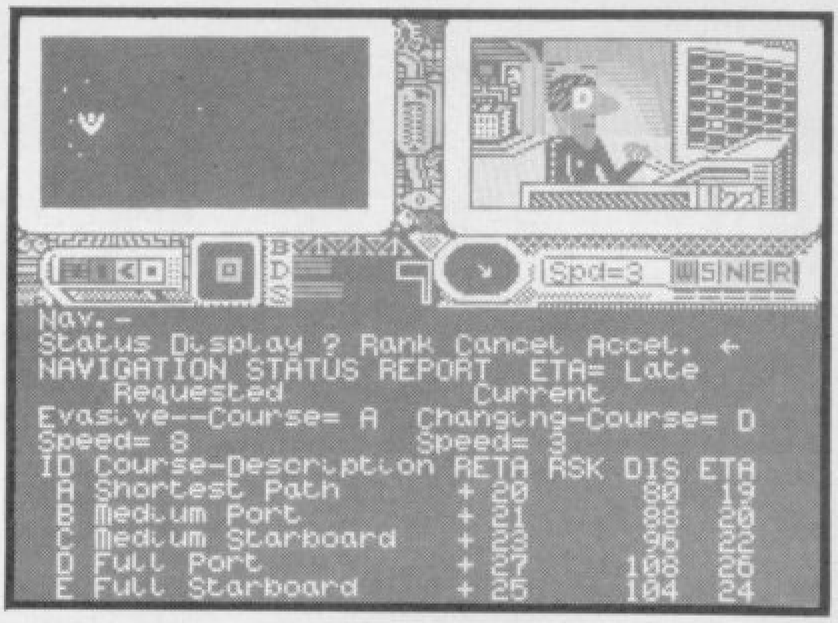
DRAGON'S LAIR II
Label: Software Projects
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: [signature]

★★★★☆



STRATEGY SIMULATION REVIEW



You seem to have problems. Your speed is well short of what you hoped and you're behind schedule. Maybe you chose the wrong crew ▶

FACTS BOX

A space trader strategy game, but here all reference to Elite ends. Very limited graphics, very old, very dull

PSI-5 TRADING COMPANY
Label: US Gold
Price: £8.95
Memory: 48K/128K

Reviewer: John Gilbert

★★☆☆☆

PSI-5 TRADING

I thought this type of space trader was blasted on its way when **Elite** hit the streets two years ago. But no, Here's **Psi-5 Trading.** US Gold obviously thinks otherwise.

It's a positively archaic strategy game. And, as you'd expect, it takes five minutes just to *Load* in the crew initialisation section, followed by nearly another ten to dump in the rest of the game.

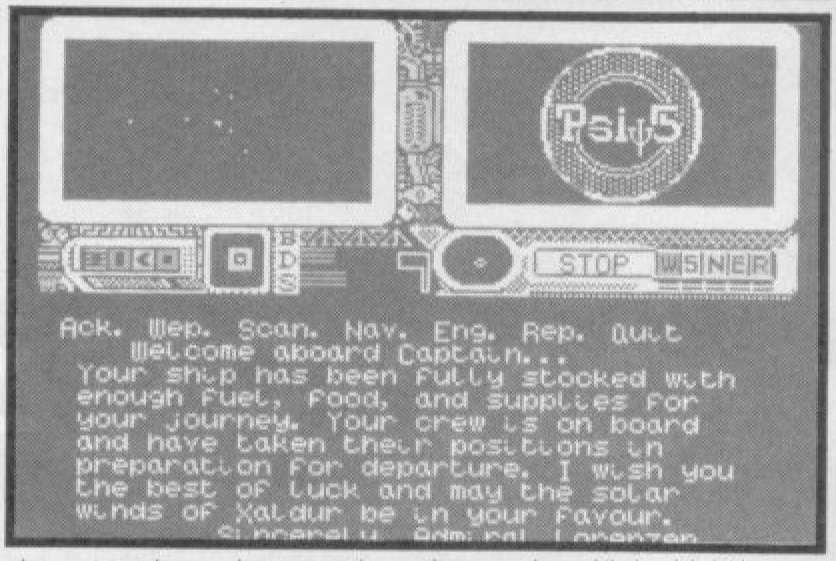
It being a space trade game, you're in space and looking to trade commodities of various types. Before you can start, though, you get to sort out the crew of your intergallactic space cargo vessel – the previously mentioned initialisation sequence.

Five vacancies and five applicants for each one. Sit down, put your feet up, and prepare to go through the form cards of all 25.

Each card has different pros and cons. Their ages – ranging between 12 and 270 – education, strengths, weaknesses and abilities – most of which were alien to me.

The whole thing is menu - driven and you move a highlight cursor up and down the list of options. There's no joystick option, just cursor keys and space, but each item is labelled with an alphabetic character: press that and you select the adjacent option.

Once you've chosen the crew and waited yawningly for the rest to load you can take charge of the five control centres of your rickety old ship. Navigation is controlled through a few alarmingly inaccurate course options. There's shortest path, medium deviation to port/starboard and full port/starboard circumvention. I'm sure they mean circumnaviation, but that's space for you. You've



also got to choose between the Standard Course setting or Evasive Action. The latter sets the klaxxons sounding – the only good sound FX if you've got a 128 – and a warning message flashes on the screen.

The enemy aliens in the Commodore 64 screen shot on the 48K inlay card – surely there's a law against that – looks fantastic but the Spectrum aliens are puny and about as realistic as the flat star-field behind them.

Then there's the alien names. They look like the author was experimenting with a random character generator: Zeltoads, Kiffboks and Skront's. Hey, this is easy. I could do this! How about Rebtaks, Compoids and Pussprefects. I think mine were better, but then I'm like that. . . I don't know what each of **Psi-5's** aliens look like and, to be perfectly honest, I don't want to know. They all flicker over the screen so quickly that identification would be impossible if it weren't for the ship's weapon's section.

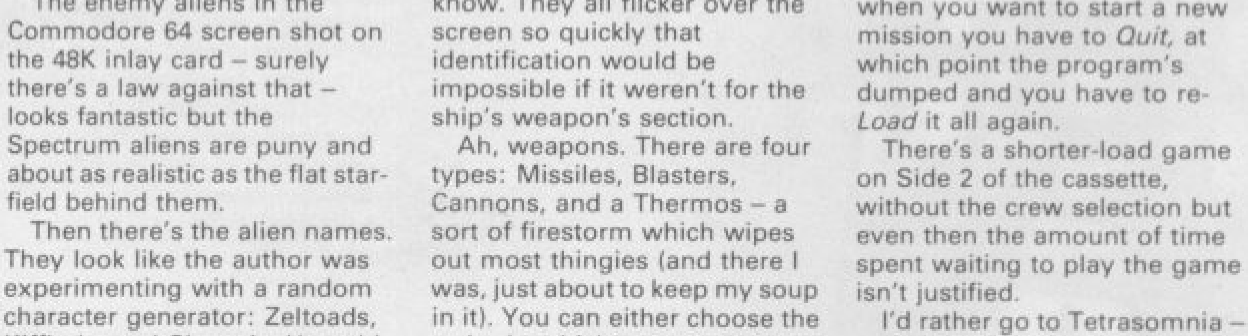
Ah, weapons. There are four types: Missiles, Blasters, Cannons, and a Thermos – a sort of firestorm which wipes out most thingies (and there I was, just about to keep my soup in it). You can either choose the order in which weapons are fired by your weapons officer, or give the order to fire at will. No matter what you do the results are highly unimpressive. Most of the time all you'll see is the number of alien craft you potted and that only if you consult the weapons chart which give you hits and weapons expended.

If you're lucky you'll get through the mission, deliver the cargo and be able to choose another of the three main missions in the game. You could, for instance, go to Kozzar-7 with Nucliaro for $12m or, perhaps, Splyteux with Prebliks for $50m (more random letter generated toss-blanketry). Neither place intereted me and as the game's so old, and I'm so cynical, I can't say it would interest me even as a newcomer.

You see, the bad news is that when you want to start a new mission you have to *Quit,* at which point the program's dumped and you have to re-*Load* it all again.

There's a shorter-load game on Side 2 of the cassette, without the crew selection but even then the amount of time spent waiting to play the game isn't justified.

I'd rather go to Tetrasomnia – and I made that one up too■



COMPETITION

W·I·N STAR RAIDERS II W·I·N

"My God Captain, it's enormous"

"It. . . it. . . looks like a giant competition – a competition so huge it fills the entire screen."

"But who could create such a thing?"

"Only one force is powerful enough – SU – a magazine now almost legendary. . . and it's ok I s'pose, too"

SU brings you, in conjunction with Activision, the most enormous, incredible, unbelievable and utterly gigantic competition featuring **Star Raiders II** you've seen in the entire issue.

We have a mighty 171 prizes. That's 100 more than if we only had 71 and an astonishing 170 more than if we had the one.

First prize is an all expenses paid day out with Activision, seeing all the games they are working on and including lunch with the more exciting members of the Activision team. PLUS. . . a brand new copy of **Star Raiders II !**

Twenty runners up will win brand new copies of the game **Star Raiders II !!**

And a further 150 runners up will each receive a **Star Raiders II** Poster!!!

Crikey I'd certainly like to win that. What do I do?

All you have to do is answer the questions below:

1) What machine was the original **Star Raiders** game first released on?

2) What is the name of the Zylon Master? (head baddie)

3) What is the name of the fighter you pilot in the game?

How to enter

If you think you know the answers to the above questions (and the answers to at least two of them should be very easy to find) fill them in on the coupon below. Send it together with your name and address to Star Raiders Compo, Sinclair User, 30-32 Farringdon Lane, Farrigdon, London EC1R 3AU. Closing date of the competition is May 30th.





Coupon
Answers

1 ....

2 ....

3 ....

Name ....

Address ....

....

*Activision, Electric Dreams and EMAP raiders needn't reach for the stars — or the compo.

WORLD GAMES

Bet you thought that Epyx had pretty much done the games market to death with **Summer Games** and **Winter Games** didn't you?

Wrong. What we have in **World Games** is a selection of sports and quasi-sports which either didn't make it into either of the other two editions (tossing the caber) or must have been so great they thought they would do them again (the Slalom Skiing option is unsurprisingly similar to the skiing games in **Winter Sports**).

Peculiar nature of some of the sports aside, **World Games** is pretty good. In places the programming is excellent, although curiously, in other areas its decidedly flickery around the edges. Maybe different groups of programmers did different sections. Maybe it was one team and they had some off days.

Like **Summer** and **Winter Games**, you can play against the computer but it's probably more fun with two human opponents. You can either treat the whole thing as a sort of **Decathlon** and take part in every event in sequence or you can do it bit by bit, practicing each event until you feel ready to take on the world.

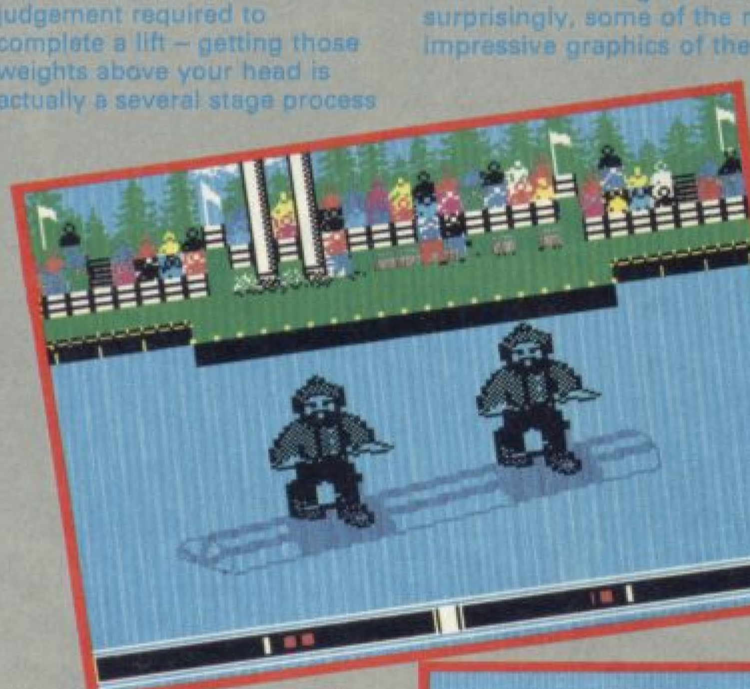
Loading the individual sports is, inevitably, utterly tedious, and if the sport you want to practice is somewhere in the middle of the tape, well. . . I hope your tape machine has a counter (Alan Sugar, creator of the 128K+2, please note). That said the hyperload seemed extremely reliable and didn't screw up once.

Event One is Weightlifting, not you may think very exciting when translated to the computer, but no. The animated weightlifter grimaces authentically as he struggles with ever increasing weights. It works as a game because of the judgement required to complete a lift – getting those weights above your head is actually a several stage process picking them up and bringing them to the chest and then going for the lift and keeping them up there until the lights change to tell you you've grimaced long enough.

Barrel Jumping is up next. Now Barrel Jumping may be hot in the Norweigian fjords within its unique blend of Eddie Kid and ice skates but it doesn't cut much ice over here. After the heady delights of the weightlifting I was disappointed, though the skater is nicely animated – particularly when skidding helplessly. The actual game is just like those budget titles where you jump on a motor bike over buses.

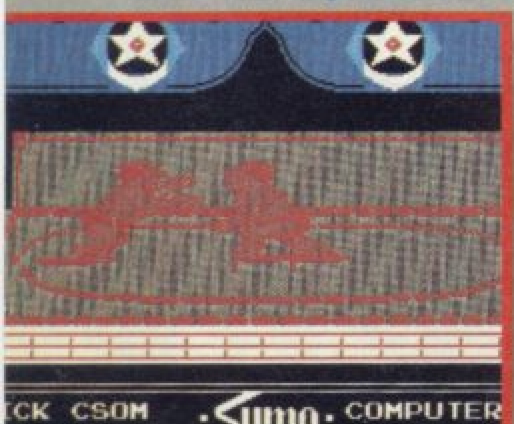


Cliff Diving is event three and gosh isn't it wonderful. Or to put it another way, I am simply fantastic at it – well I got a Gold Medal. Cliff Diving features, surprisingly, some of the most impressive graphics of the whole game. The idea is to hurl a bathing-suit clad figure from a rocky promentory and get him to dive smoothly into the sea below. The cliff face is beautifully done, as is the central diver figure but cleverest of all is the 'sea' effect which seems to wash a film of blue over the cliff base.



Slalom skiing is boring. Just the usual ski between the flags twist left and right stuff It is so unspeakably unoriginal I can think of nothing for to say except that I wasn't very good at it.

Log Rolling is probably big in Canada where giant Redwoods are felled by mighty men wearing Racoons on their heads but it never caught on here except in Butlin's holiday camps. The idea is that two bearded men (complete with



FACTS BOX

True to the style of Winter and Summer games, this quirky mixture of sports is well programmed and a lot of fun

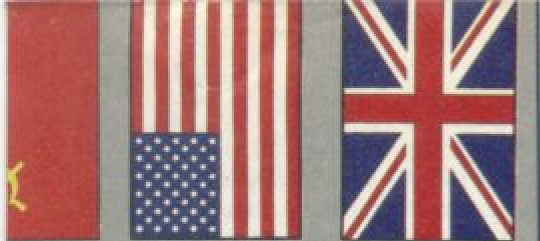
WORLD GAMES
Label: US Gold
Author: Eypx
Price: £9.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★★







Racoons and check shirts) stand on a log and by spinning it alternatively one way and the other, each trying to catch the other guy out and spin him into the shark-infested drink. The danger is that overly fancy footwork may backfire and the wrong log roller ends in the drink. Though I didn't do too well at this one and some of the background graphics were a little naff the actual gnarled log rollers were expressively animated.

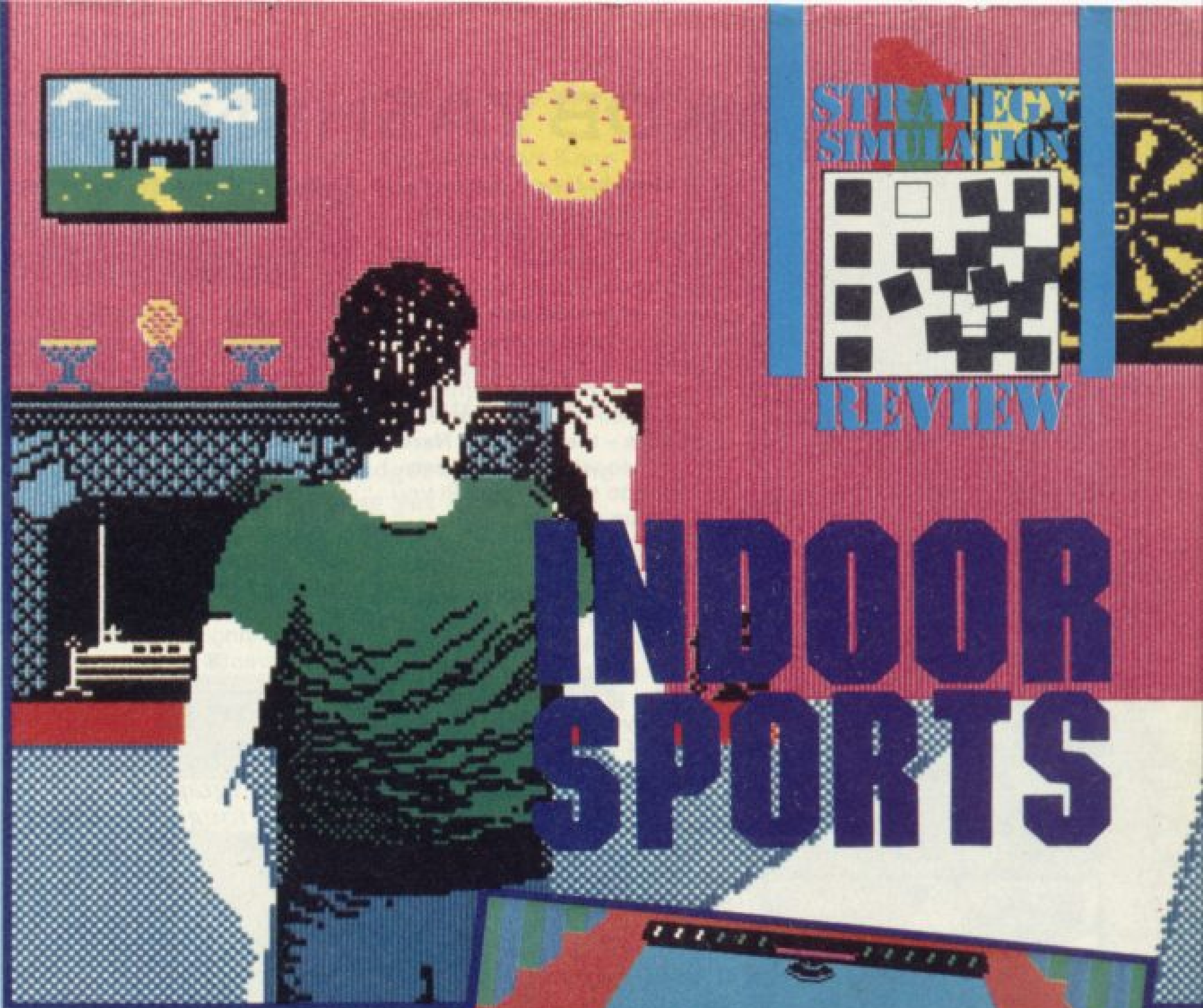
Bull Riding is a whacky sport from the American West. You get to sit on the back of a bucking bull (do bulls buck?) and you use the joystick to counter the bull's movements and thereby stay on. Graphics are fairish and I was hopeless at it.

Tossing the Caber is Scotist. That's not a misprint, just as somethings are sexist, caber tossing is Scotist in the way it demeans Scots. The game begins with a kilted Scot making a complete fool of himself by waggling his arms and legs in the air. Obviously real Scots people are not nearly so stupid. In any event tossing the caber is roughly the **World Games** equivalent of throwing the javelin, except that it's a lot bigger of course, and heavier. And thicker. And you can't run very fast. Anyway it's just like javelin throwing in that you run stop wait for the angle of throw to be right and then watch that caber zoom through the air.

Finally, and certainly the *piece de resistance* is Sumo Wrestling. Two giant men sit in a circle and squat at each other. The sprites are pretty good, nicely animated and large (very large actually). You play the game with a combination of joystick with/without *Fire* button commands just like **Exploing Fist** except that instead of elegant spins and speedy kicks you get lumbering bear hugs, and slow inevitable lunges.

That's **World Games** then. More hits than misses and a couple of real gems. If you have the other two and don't mind the silly nature of some of the games included I think you'll want **World Games** as well■





INDOOR SPORTS



"Aaaaahh, and, err, welcome to, ah, **Indoor Sports** and in an aah, packed program today we'll be taking a look at the aah, absolutely amazing, aah events from the Advanced stadium in Essex. And I believe we are errr, going over to um, Philip Trainer for some motor racing. . . oh, aha I beg your pardon, it's something called Air Hockey. Absolutely amazing. . ." Ccch. . .crackle. . .

"Thanks Dave. Well, you join us in a fairly uncrowded stadium here today. We're going to take a look at a reasonably new sport here today. Air Hockey is losely based on the old game of shove ha'penny although it's much more dangerous. Here at Advance they play it on a fairly boring looking snooker-sized table, which vaguely resembles a football pitch with a circle in the middle and a goal at either end. Each player controls a kind of bat and the idea is to smash the puck-style object up the table and into the opponent's goal.

"It's nothing special to look at, but the players' bats and the puck move about so quickly it doesn't really matter. It's certainly hotting up here, David. Back to you in the studio. . ."

"Aaaaah, thank you Philip. And it's Darts next. Looks like, aaaaah, an amazingly similar game down at the Advance stadium to the traditional version. Let's take a look. . ."

(Pictures of a dart board and a dart beneath it which sways about a bit. Suddenly the dart steadies and some bars at the side of the picture begin to rise, along with a pair of figures in the right-hand bottom corner. The figures are degrees, indicating the angle at which the dart is about to be thrown. The shot switches to the back of a darts player who throws a dart which misses the board entirely.)

"Ah, well, he, aha seems to be having some problems with judging just how hard to throw the dart.

FACTS BOX

Another sports simulation with many games that we've seen before (3 out of 4). Air Hockey is the main interest.

INDOOR SPORTS
Label: Advance Software
Author: In house
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: Tim Douglas

★★★★☆

"Oh, and we've just got time to go back to, ahh, Philip for the amazing Ping Pong. . ."

"Yes indeed. Here we are again though this time it's Ping Pong. There were some interesting development earlier in the afternoon when one of the players found an apparent blind spot and by continually putting the ball into the same spot on the table, was able to defeat the opponent with no opposition. Not entirely fair.

"You actually missed the Bowling that took place earlier. It was pretty exciting in fact. Many people find themselves sprawling in the gutter with their balls missing every pin in sight. And. . . I think that's just about all we've got time for so it's goodbye from the Essex and back to David in the studio for a round-up of the events. . ."

"Aaahhhh. Yes. Yes indeed. Absolutely amazing then, these, ah, events today. What an amazing season it looks like being for Advance. They've come up with another aah, absolutely amazing program. A very pleasant and, aah, nicely presented. Truly amazing"■

BRAINACHE BRAINACHE BRAINACHE BRAINACHE BRAINACHE BRAINACHE

Things begin badly with the name of this one – **Brainache.**

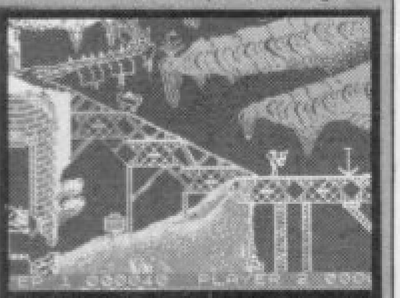
It'll drive you crazeee. Supposing I called a game **Extremly Irritating.** Would you buy it?

Plotwise this one is firmly in the realms of whacky. That means it's jokey but never actually amuses. Here goes.

Brainache is an extremely small sprite which you must guide up and down the rocky pathways that lead deep into an alien mine. The ultimate objective is a fabled Anatese diamond, the preliminary objective is for **Brainache** to retrieve his missing mining equipment – four items in all.

All four must be returned to the ship, the only problem is that only one object can be carried at a time. Um, only one object except for useful things. Like the ladder. And the pickaxe. Actually there are quite a lot of things you can carry.

That's the game. Up and down the landscape making



giant conceptual leaps like 'maybe the pickaxe is for use in the caves' or 'perhaps I should pick up this thermos flask and I think I should shoot these creatures that keep killing me'.

The graphics it should be said are odd. The background is a fairly detailed landscape that moves up and down in a none too slick way as you climb.

Movement is only you and the creatures and since everybody is tiny and everybody changes colour continuously whilst moving over the multi-coloured landscape it's frequently impossible to tell what on earth is going on. Pretty soon you'll be wondering why you bothered in the first place■

FACTS BOX

Dull and unoriginal arcade game of a style that everyone thought was gone forever. Not worth it even on budget

BRAINACHE
Label: Codemasters
Author: The Darlings
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★☆☆☆

KOBYASHI NARU

Kobyashi Naru – which for some reason sounds to me like it should be the name of a Japanese suppertanker – is an icon-driven graphic adventure with some very impressive twists.

The plot is simple enough. You want to become immortal and to do so must complete three tests – the **Kobyashi Naru.** You choose which of the tests you want to take first – will you first pursue wisdom, understanding or enlightenment? It's really the screen layout and actual play mechanics which are particularly nice.

At the centre of the screen you get a graphic window showing you what you can see in front of you – usually a landscape, although sometimes it will be an object which you are using or examining.

Then, grouped around the graphics window are a number of icons – little pictures respresenting actions which you might wish to attempt. In total there are 23, which gives you a fairly wide range of options to choose from. They include the familiar: arrows representing movement in the cardinal compass points – and they include the not so familiar – sometimes you have to pick an option to find out not only what it means but what it does. You can use either the cursor



keys and the *Fire* key, or a joystick, to choose the icon you want.

A really neat little adventure. It may not appeal to the hardened text adventure fanatics but should sell well to those willing to try something a bit different■

FACTS BOX

Great budget icon-driven graphic adventure – tough and enjoyable, now worth every penny

KOBYASHI NARU
Label: Mastertonic
Price: £1.99
Memory: 48K/128K

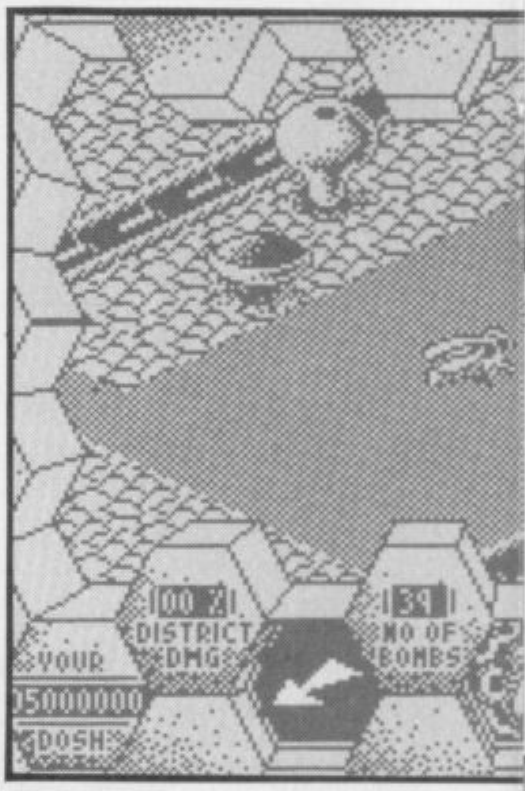
Reviewer: Gary Rook

★★★★☆

Right. Here we are then. The follow-up to **Zub.** And **Zub** – as regular readers will recall – was totally fantastic and was awarded a Classic for it's sheer gameplay and general wonderfulness.

Amaurote is set in the future. It's all about a city and a bunch of insects. Having stumbled upon a new compound that acts in a similar way to concrete, the builders of the future set about building vast cityscapes made of the stuff.

Technology being what it is, there was a vital flaw in the chemical construction of the



THRUST II

Thrust II is, we reckon, the sequel to Firebird's megasuccessful budget throwback **Thrust I.** We're nothing if not on the ball at **SU**.

Thrust II is not only as good as its illustrious predecessor, but I would say doubly difficult.

Planet P2112 has finally been captured by the Federal Resistance Force (due no doubt to all our hard work fighting the dreaded Galactic Empire in the first game) and its position is perfect as a base for the next assault on you-know-who.

There are problems however (there had to be otherwise there wouldn't be a game to play).

As the planet has been artificially created, there is a thick dust cloud covering its surface, which has to be removed. This is done by an air purifier that works using energy orbs. These orbs, scattered all over the planet's surface and in the underground caverns have to be collected and deposited in the atmospheric processor.

This, in turn, leads to two further problems. One is that, once the orbs are picked up (you do this via a tractor beam from your ship), they become live, and need to be deposited into the processor before they explode.

The other is they are all of varying mass.

This changes the business of steering/flying the inertia-affected ship from **Thrust I** – the reason the first game was so brilliant – from awkward to very awkward indeed.

Couple this with the fact that you also have to deal with androids that can only be destroyed by chemicals that are hidden in boxes, and you have a bit of a game on your hands. There is just one more teeny weeny problem, and that is that

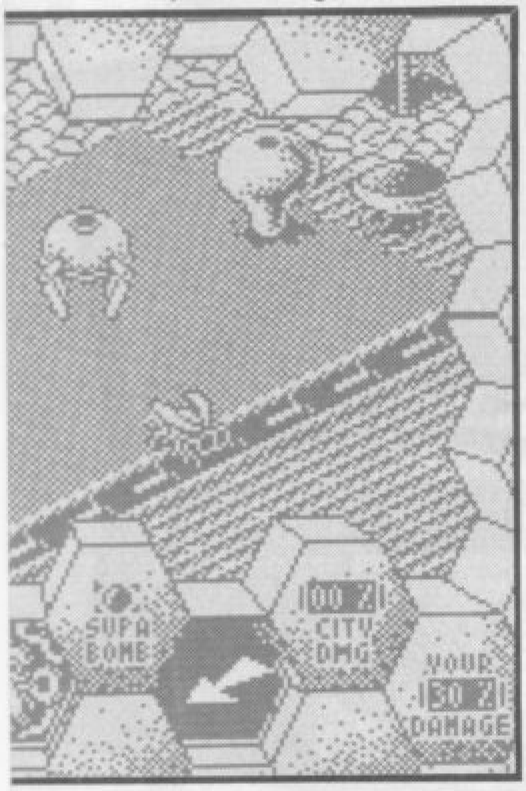


AMAUROTE

concrete-substitute. It emitted a strange form of radiation that, while virtually undectectable, caused strange things to happen to the insects. . .

You get hired by the city – now overrun with enormous insects – to sort out the mess.

The sub-plot of the game involves your continual battle to stay under budget. You can purchase more bombs, or repair your walker should it become damaged by alien attack. The more you spend, the closer to the budget you sail and going over-budget is severely frowned upon by your controllers.



Graphically, **Amaurote** is superb. Your walker, which looks a bit like a grapefruit on legs, struts about the cityscape with pleasing speed. The legs work in a similar fashion to those of a spider – all four sort of jump inwards and push outwards. As you reach the end of each screen, it will flick and move to the next. Jerky scrolling and long delays are nowhere to be seen.

By hitting *Fire*, a sphere-shaped bomb will pop out of the top of your grapefruit and bounce along in the direction you were last travelling. Should you be fortunate enough to destroy an insect, a graphically impressive explosion is your reward. If, however, the bomb rolls further and hits a building, you'll be in trouble. You're not being paid to knock down inner-city decay.

The landscape is in twenty-five sectors and, each is occupied by a queen bee which must be destroyed before progressing to the next sector.

Amaurote is technically superb. The graphics are superior to many £9.95 titles and it's very, very big.

The biggest problem is that you can't use a joystick. I admit, too, it didn't immediately grip me in quite the same way as **Zub**.

It has an appeal all of its own and I'm sure I'm being churlish in not giving it a Classic.

Still, for £1.99 you can buy it and judge for yourselves■

FACTS BOX

Brilliantly programmed and ludicrously cheap. Maybe lacks addictive qualities once the initial amazement has gone

AMAUROTE
Label: Mastertonic
Author: Binary Design
Price: £1.99
Memory: 48K/128K
Joystick: none

Reviewer: Jim Douglas

★★★★★

FACTS BOX

A worthy successor to Thrust, which combines deft joystick/keyboard control with speedness of thought. Great

THRUST II
Label: Firebird
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Andy Moss

★★★★★

only certain androids can be killed by certain chemicals, and guess what, you don't know which is which until you try it out.

I'm willing to bet my whole software collection that no one, bar cheating, will finish this game inside three months.

This is a truly testing game, for next to nothing, and I can't recommmend it highly enough, (must be a bit of an exaggeration – Ed)■

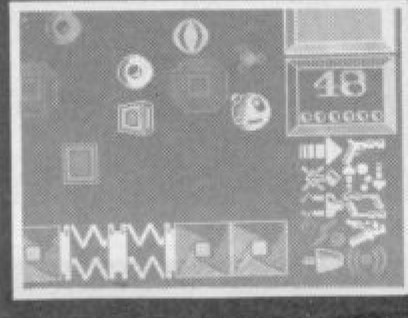
I, BALL

The good news is that you'll love **I, Ball**.

Lots of great colour and zippy sound effects (which include some digitised Daleks) in this game where you must rescue your four ball-like friends, Lover-Ball, Eddy-Ball, Glow-Ball and No-Ball (the fifth would have been Policemans-Ball, bets) who have been captured by. . . who the hell cares. . . just blow them away!

It's a smooth vertical scroller, with the object being to reach the end of each stage without being killed by the animated, kamikaze nasties that appear on the screen. You have to weave your way around some nicely designed obstacles – but watch out if they're glowing – one touch is fatal.

Starting off, you only have a single stream of bubbles with which to zap and they are rather slow moving (Hum-Ball maybe), but as you make your way through the screens, you can pick up Power Discs, that will add to your armoury, until you become. . . yup, Invinsea-Ball! These powers include Turbo Boost, Multiple Lasers, etc, but each time you loose a life, you loose the best.



It plays like a dream, it's technically competent, just about the right level of difficulty, and its uncannily addictive.

I have the odd doubt about its long term last term lastability, but at the price, who cares?■

FACTS BOX

Neat aracde shooter with more sparkle and originality than most budget titles. As for the plot – forget it

I, BALL
Label: Firebird
Author: Timothy Closs
Price: £1.99
Memory: 48K/128K
Joystick: Kempston, Sinclair, cursor

Reviewer: Jack Daniel

★★★★☆

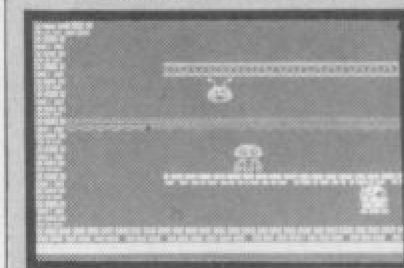
BUDGET £1·99 £2·99 REVIEW

CYROX

Cyrox is a game of such abject mediocraty that, frankly, even to try to see the entertainment value is beyond me.

OK its a cheapie. Big deal. Twelve months ago I would have said you get what you pay for. Today it's a different ball game the quality of budget software has risen dramatically, and no longer can price be the only mitigating factor.

Cyrox looks dated, plays dated and the only saving grace its got is the rather pleasant introduction sequence which takes you through the instructions displayed in an



eye-catching variety of colours. £1.99 for an introduction? Not on.

It's a platform variant with a slight difference. The crystals you need are located in three vaults, however, one is behind a closed door which needs five different components to unlock. You also have some freeze bombs which last around five seconds each, but careful, as there are a limited supply.

That's it really. Old hat stuff. The inlay says 'stupidity leads to death' – wrong. Stupidity is buying this game in the first place■

FACTS BOX

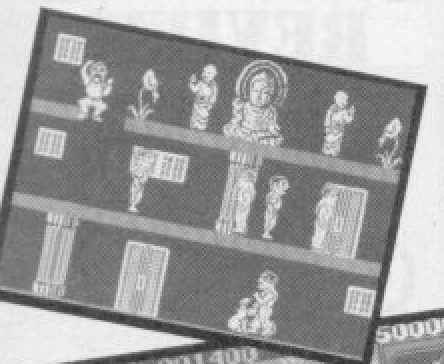
Dated platform/space game that is pretty dire stuff playwise, sound wise, and otherwise. Don't bother

CYROX
Label: Power House
Price: £1.99
Memory: 48K/128K
Joystick: various

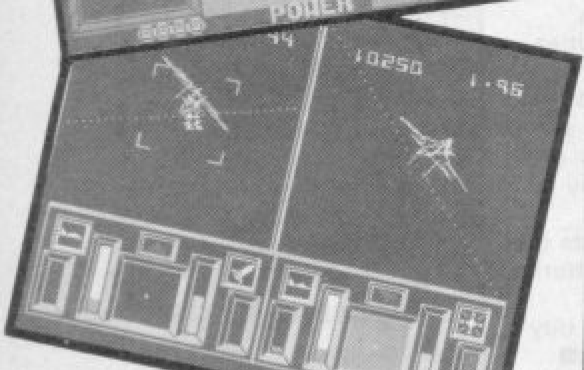
Reviewer: Andy Moss

★☆☆☆☆

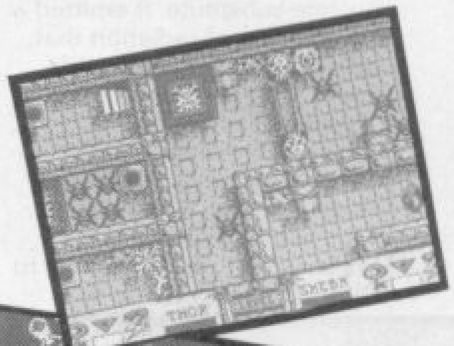
So you think you know games?

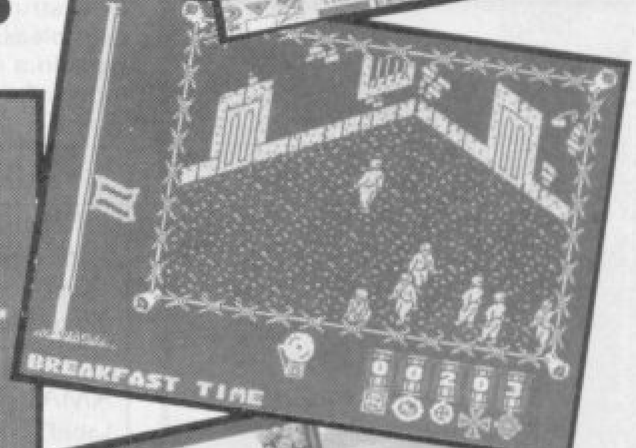














You do? Then we need you take part in the SU monthly survey!

What is the survey?

Each month we're going to take the chart topping titles and ask you to take them to bits for us. We want to know more about these games than anyone has ever asked before. Every fine detail will be questioned, examined and scrutinised again. Then we're going to assemble your data to compile the definitive judgement – your judgement – of that program. Each month we'll be printing the results and these will build up – issue by issue – into the most in depth guide to the classic games ever compiled.

What we want you to do

Obviously it's a gigantic project and we're going to need your help. We're looking for volunteers who will be prepared to be SU Star Game Panelists. What you have to do is fill in the form below and send it, together with a stamped addressed envelope to SU Star Panel. Then, if you are selected as one of the month's panel we'll be sending you notification of which game we want you to judge for us, together with a Survey Form for the game which we want you to fill in and send back to us. Then we'll take all the completed forms and produce form it the SU Reader's Valuation.

What do you get out of it?

Well not a lot, actually! Apart from the thrill of a job well done and contributing your data to the survey you'll get a mention in the magazine and we'll send you an incredible SU Star Panelist badge. And they'll be pretty rare things – more exclusive even that a Blue Peter badge. Only those who have contributed to our data panel will be entitled to wear one. (Incidentally if you see someone wearing one who isn't entitled to – we want to know, 'cos it ain't allowed.)

How to enter

Just fill in the form below and send it to SU Star Panel, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and don't forget to include a stamped addressed envelope.

Star Panel Entry Form

Name .... Age ....

Address ....

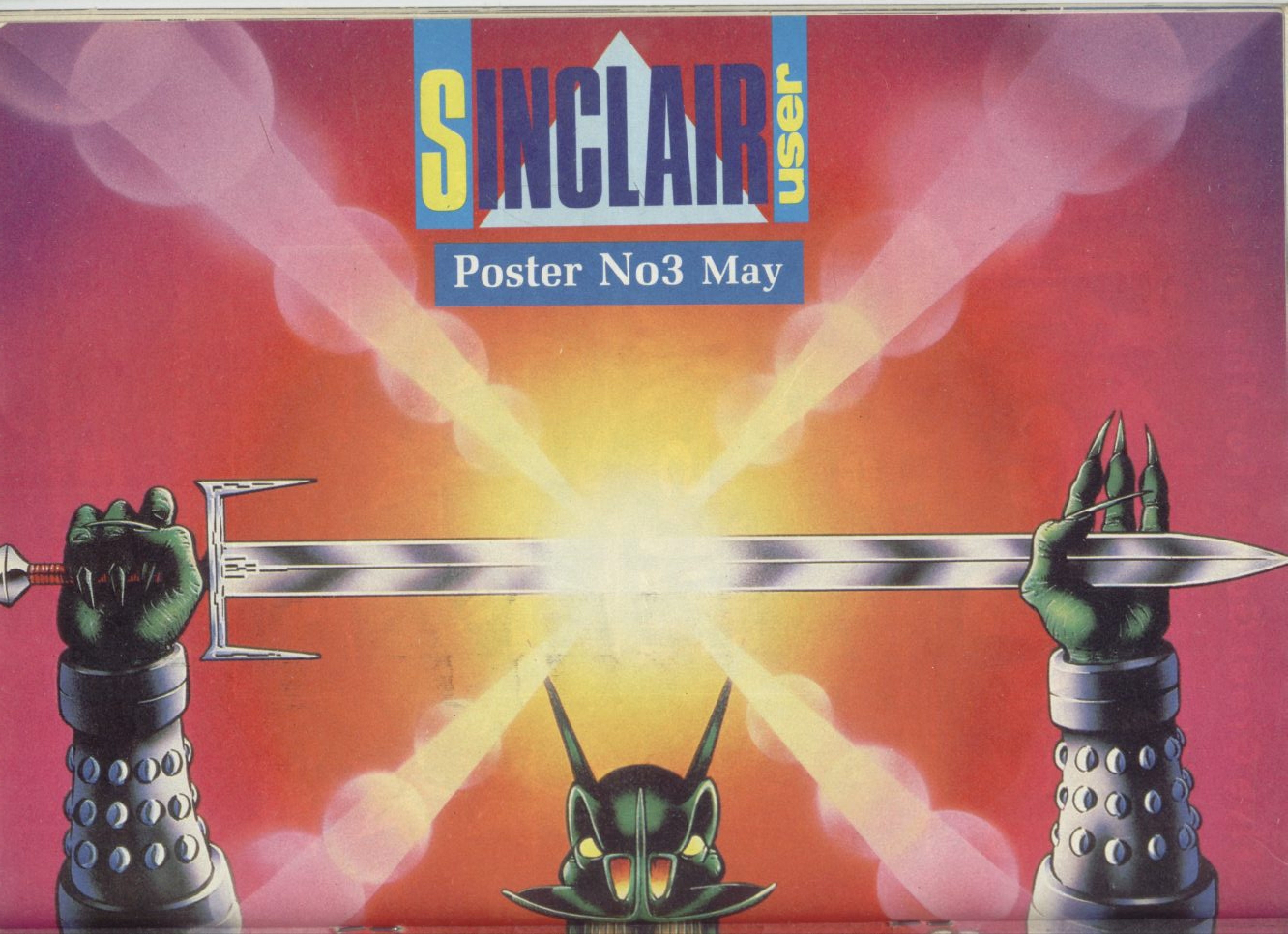
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What sort of games do you like? Tick Box(s)

Arcade ☐ Simulation ☐

Strategy/Wargames ☐ Adventures ☐

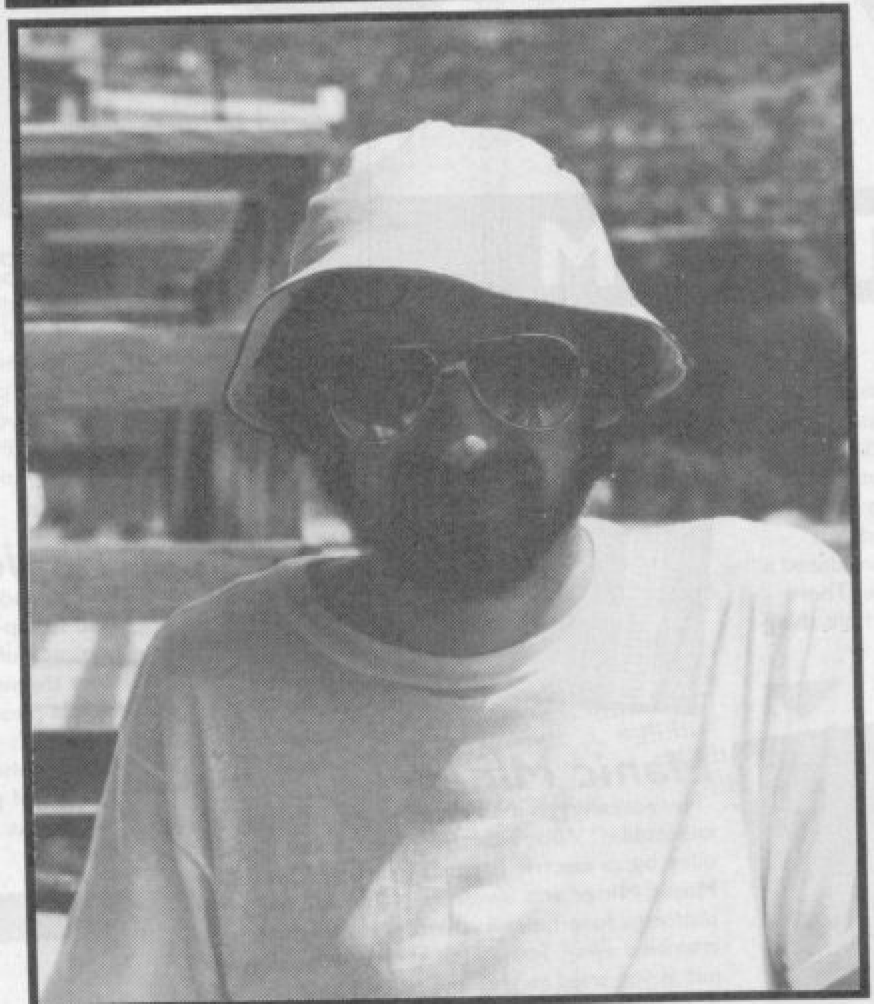

SINCLAIR user
Poster No3 May


NEMESIS THE WARLOCK
"This is one fantastic comic strip conversion. 2000 AD comes to life"


You are invited to join the Murder Club, but be careful you could end up. KILLED UNTIL DEAD
Poison
"YES, IT WAS A DARK AND STORMY NIGHT... A PERFECT NIGHT FOR MURDER"
"I Hercule Holmes, had gotten used to nights like this. As the world's greatest detective and resident house dick of the infamous Gargoyle Hotel, I've made a living looking for the subtle signs of impending foul play. Gloomy weather, blood curdling screams, gunshots, empty bottles of poison, bodies tumbling down stairs, a mutilated corpse or even an axewielding maniac might slip right by the untrained private eye. But to a master sleuth like myself, these telltale signs can only mean one thing. The Murder Club has just checked in!"
"The Murder Club?' Yes, the Murder Club! Five of the world's bestselling murder mystery writers who transpose their fictional pulp plots into real-life murder and mayhem. Once again they have convened for their annual reunion here at the Gargoyle Hotel. And once again the dark, damp halls will echo with the cries of 'Don't shoot!', 'I've been poisoned!', 'Who stabbed me?', 'I've been shortsheeted!', and 'Who took all the hot water?' Yes, with the Murder Club as tonight's guests, more than the plumbing will be amiss!"
"Each member of The Murder Club will try to bump off the others and lay down claim to the crown of 'World's Greatest Murderer'. But it will not be a piece of quiche! For these brilliant criminal minds must match wits with moi, Hercule Holmes! I have only until midnight to discover the would-be murderer, victim, murder weapon and the scene of the crime."
"At my disposal will be every imaginable piece of high tech crimestopping gadgetry known to sleuthdom: minicameras, hidden bugs, even wire taps. Yet all these modern electronic wonders cannot replace my inherent ability as a born detective... instincts passed from generation to generation in the Holmes family.
Therefore, I accept the challenge. I will uphold the family honour! Before this night is over I will prevent a murder or be murdered trying! If I fail, one of the illustrious members of the Murder Club will surely be killed... yes Killed Until Dead!"
CBM64/128
tape £9.99
disk £14.99
SPECTRUM 48K
tape £8.99
AMSTRAD
tape £9.99
disk £14.99
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

C.O.D.E. T.A.L.K.

JON Ritman, with Match Day, Batman and now Ocean's new hit Head Over Heels behind him, is one of the most experienced programmers. Eight major releases in just over four years means he's been pretty busy. What does he reckon to things? Read on . . .



▲ Jon – resting between programming megatasks

JON RITMAN

Jon Ritman was working as a repair engineer on Radio Rentals' TVs when they decided to look at the possibilities of computer rentals. Jon decided it would probably be a good idea if he were to start poking around inside the things in case he should be called up to fix someone's wonky machine.

While trying to grasp the rudiments of the language, Jon picked up a "how to . . ." book which contained an error in one of the programs which made the machine do something completely different from what the text indicated. Having been driven nearly scatty by this, Jon opted for a far safer method – self tuition.

VITAL DETAILS

Which other programmers do you really admire?

Ultimate, obviously. People keep criticising them for producing games of the same type but there are only about ten kinds of games on the market and Ultimate have probably invented about five of those styles. I often use those kinds of ideas in my programme, but I think that I vary and improve them

Favourite Programs?

Match Day. **I like** Xeno **from Argus too, but that's because it's a two-player game more than anything else. It's always more interesting to play against a human opponent rather than a computer**

What arcade games do you get the highest score on?

I never play them. There isn't really much of a link between arcade games and computer games any more. I mean you can't really produce much of a faithful conversion what with some of the arcade machines being as advanced as they are. Anyway, arcade machines are just designed to take your 10p and let you play for ten minutes. If you're going to pay £10 for a computer game, you'll want more gameplay than that

What program would you most like to have written?

Jet Set Willy – **cos of the money or** Knight Lore **because it really was the first of a kind**

Greatest Programming Achievemnt?

Head Over Heels. **It's still fun programming and I think of it still as a hobby which just happens to pay my wages**

Programming Ambition

Actually my programming ambition is to manage to finish a program before Christmas. I don't know why but somehow I always end up finishing the thing around Easter

Favourite TV program?

I don't like TV except for serious programs like Newsnight and Question Time. I used to be an engineer for Radio Rentals so perhaps that has something to do with it

Favourite Film

Well I hated Dark Star. I was always unimpressed by those kind of films

Favourite Record

I like The Dreaming by Kate Bush a lot also Graceland by Paul Simon I think is brilliant

Favourite Books

Where do I start? There are so many of them. I like The Golden Torque series by Julian May (a four part trilogy). Generally I read a lot of SF and Fantasy stuff also The World According to Garp and other Joan Irving stuff

Worst program that also did well

I have to be boring and say that World Cup Carnival is the one that first springs to mind. I think I was particularly ofended by it because I'd just done Match Day. I also disliked the Hobbit – it had far too many bugs for a supposedly professional product

Hobbies

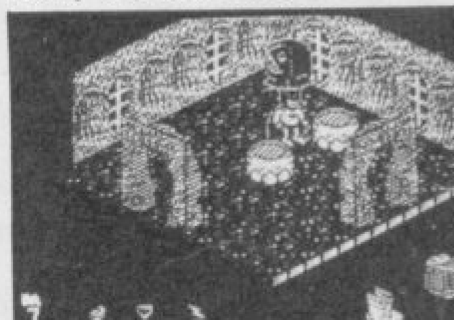
Programming and more programming I'm afraid. I also take a few photographs but most of my other interests stopped just after the advent of the ZX81. Generally I used to enjoy making things

Worst Subject at School

Maths and English. I didn't like school and have never liked writing – it makes my hand ache(?)

Best thing about the Spectrum

Easily the best thing about it is the speed of the display and the ease which you can manipulate it.



Worst thing about the Spectrum

The worst thing is the lack of hi-res colour and the attribute problems that result

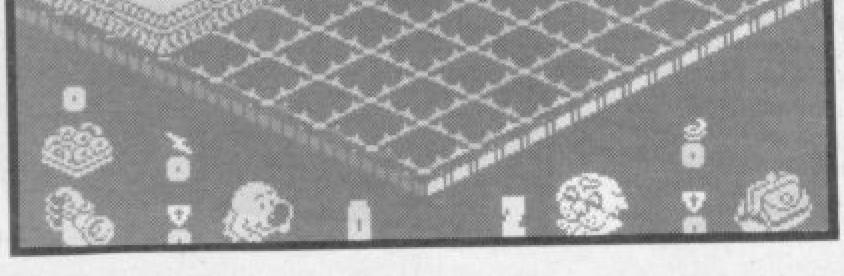
Coming up

There are two specific jobs lined up at the moment. One of them will be a game a bit like Handball Maradona **which up to three people can play either on the same or different sides. It'll have big graphics. The second game will be Match Day 2 – more football I'm afraid■**

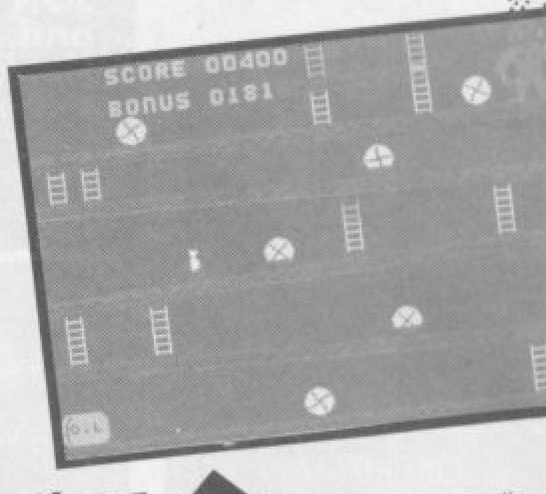
SOFTOGRAPHY

Namtir Raiders	(*Artic*, 1982)
Cosmic Debris	(*Artic*, 1983)
3D Combat Zone	(*Artic*, 1983)
Dimension Detructors	(*Artic*, 1983)
Bear Bovver	(*Artic*, 1983)
Match Day	(*Ocean*, 1984)
Batman	(*Ocean*, 1986)
Head over Heels	(*Ocean*, 1987)

▼ **The latest:** Head Over Heels



STEP BY STEP PLATFORM GAMES

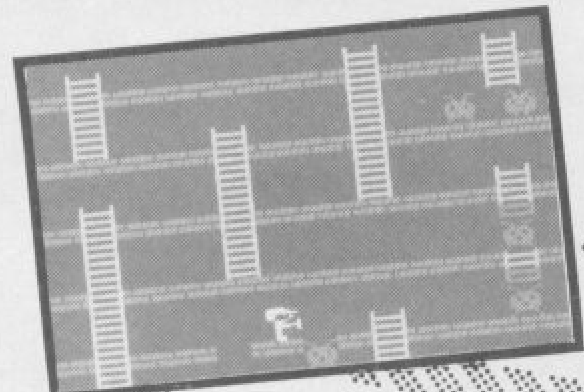


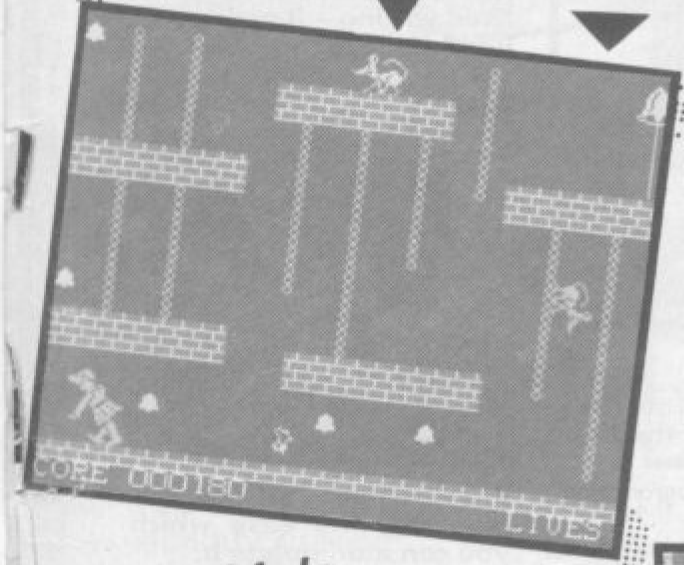
Kong

It had platforms. It had ladders. It had a Gorilla. And it had a Girl. At the time the Gorilla and the Girl seemed more important. Surprisingly it was the little ladders and platforms that became part of game mythology. What made it the success it was? Dunno. Perhaps it was all that drama. In any event the business of running and jumping proved to be a big hit

Hunchback

Now few could have guessed that Quasimodo and Esmarelda could get turned into a computer game. But **Hunchback** goes way back, it featured platforms with the all important gaps but replaced ladders with ropes. You could swing on these. Surprise huh? Sometimes mice strolled down them, in any event Hunchback can be considered a significant moment in the platform game. There are some, however, who thought the whole thing was just a load of bells



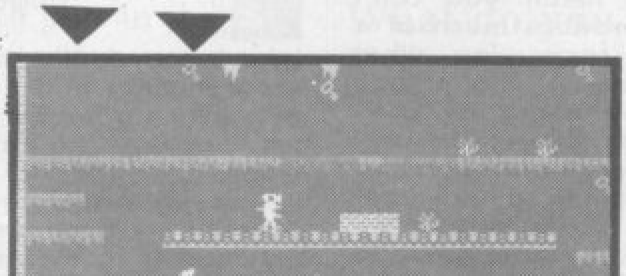


Panic

Up the ladders along the platforms, dig those pits and stomp on those monsters. **Panic** was pretty violent stuff, and appeared in many different guises over the years. Its longevity was, I think, due to the simple pleasure of jumping up and down on someone's head. Note that **Panic** lacked one feature which was to become part of the very essence of platform games themselves ie gaps, to leap across. Never mind, they were soon to be on their way

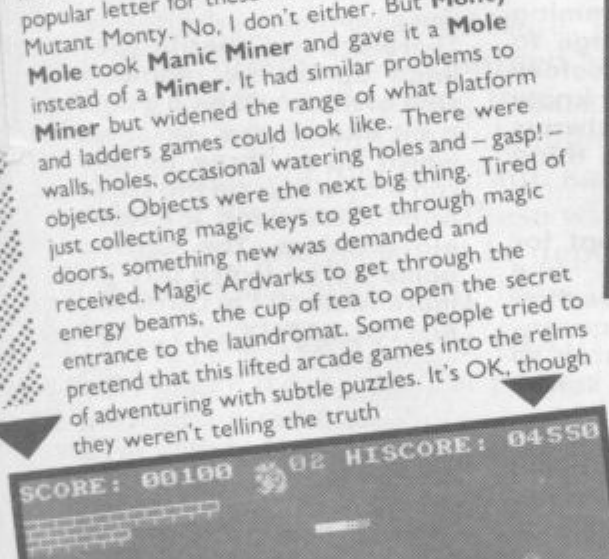
Manic Miner

"Neeeeeearrrggh. Neeeeyurgh, gish. It's bloody impossible." What's that? Answer: Someone just offed by an electric Penguin for the 900th time. **Manic Miner** was awesome. Not only did platforms have holes in them, parts of them crumbled away. Sometimes they crumbled away just as you tried to grab the magic key. Magic keys were going to be a pain. **Manic Miner** not only had gaps and jumping but it had gaps and jumping arranged to such an impossible degree of precision that sometimes there was only one way of getting through each screen. Little did it realise what it had begun



Monty Mole

There are important differences between **Monty Mole** and **Manic Miner** even though both had names that began with M. (M proved to be a popular letter for these sort of game – remember Mutant Monty. No, I don't either. But **Monty Mole** took **Manic Miner** and gave it a **Mole** instead of a **Miner.** It had similar problems to **Miner** but widened the range of what platform and ladders games could look like. There were walls, holes, occasional watering holes and – gasp! – objects. Objects were the next big thing. Tired of just collecting magic keys to get through magic doors, something new was demanded and received. Magic Ardvarks to get through the energy beams, the cup of tea to open the secret entrance to the laundromat. Some people tried to pretend that this lifted arcade games into the relms of adventuring with subtle puzzles. It's OK, though they weren't telling the truth



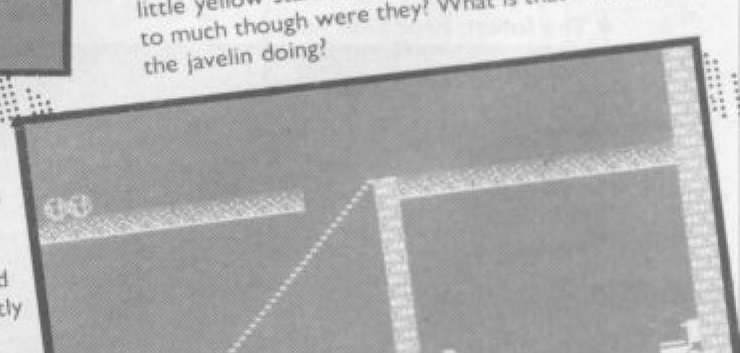
Bruce Lee

An example of platforms and ladders technology mixing it with the growing breed of martial arts games. It was fun to beat somebody's brains out, it was fun to run and jump therefore it had to be fun to run, jump and beat somebody's brains out all in the one game. Instead of magic keys, there were little yellow stars to collect. Graphics weren't up to much though were they? What is that man with the javelin doing?



Jet Set Willy

Miner Willy still manic after all these years had a party and has to collect all 527 empty glasses before Maria his enormous Italian Housekeeper will allow him to go to bed. This is a pretty odd idea for a plot. **Jet Set Willy** was basically exactly the same as **MM** except that it was bigger and even more odd. It featured some very large moving objects but Miner Willy was still very small. The only really new feature introduced on **Jet Set Willy** was the concept of a map. This meant that all those people who were clever enough to dump out the entire program could see that actually the various rooms were arranged in the shape of a ship – not as key an event as gaps methinks



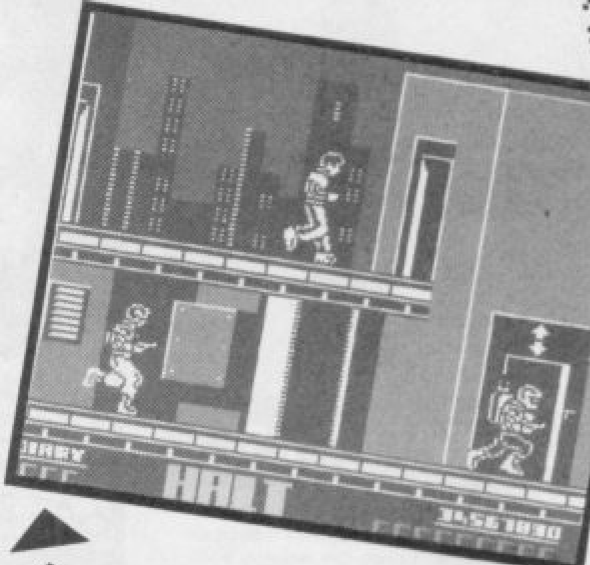
In the beginning there was Kong or Panic. And Kong or Panic begat Manic Miner and Manic Miner begat lots of things.

Actually a lot of other things did quite a bit of begatting between Kong and Miner. Panic for example developed itself in quite a few guises, some with apples and hammers others with blue monsters. The Hamburger Game wasn't begatless either, stomping on things to make them fall to lower platforms was pretty popular.

Here we trace the history of the platform game from its very origins to the present day. Big Manic Miners with enormous sprites. Through Dynamite Dan I and 2, Dan Dare, Judge Dredd and sundry other games. Combat was an added extra from beginnings with Bruce Lee, which mixed platforms and kicking came the likes of Shaolin's Road.

And many of the above games spawned a thousand budget titles and the thought of all those heavily begatted budget titles doing yet more begatting is pretty horrible to contemplate. . .

Behold the SU Platform Game Family Tree, a largely misleading guide to what game came when from what, why and how much was paid for the idea. Assume the answer is not much■

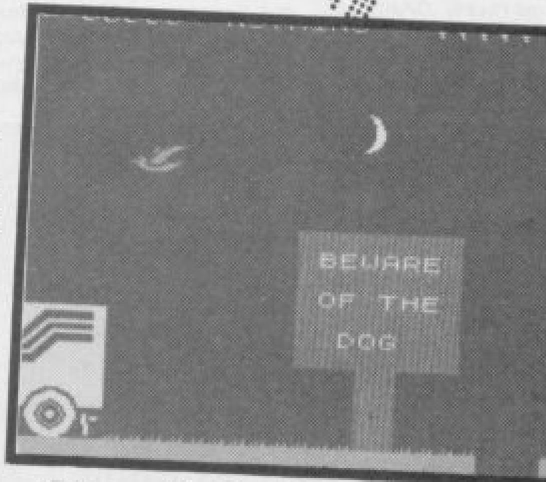


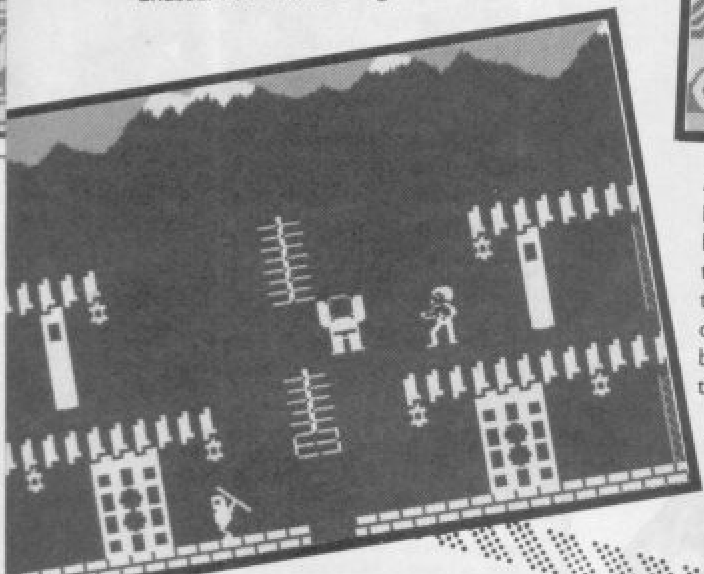
Judge Dredd

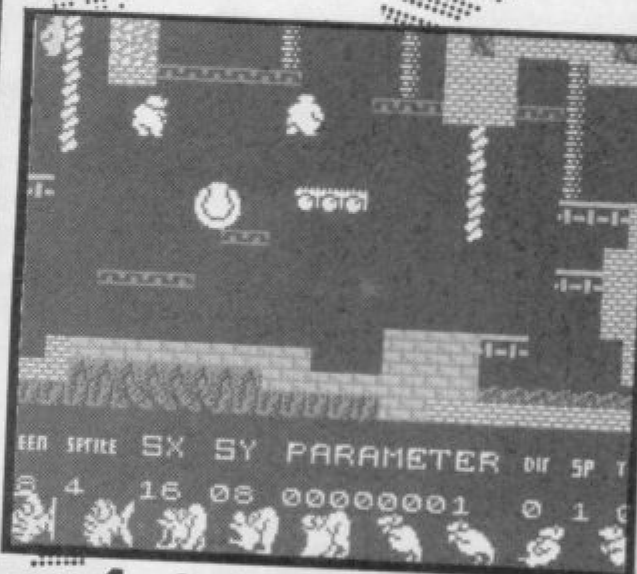
There are a number of games with similar properties released recently. **Dan Dare** was one of the first, **Judge Dredd** one of the most recent. They had very big sprites indeed, and featured a welcome return to no-nonsense violence. In this modern world the ladders were replaced by lifts (so much easier to manage in a spacesuit) and incorporated zapping, rarely seen before in such games, although some might regret there was not more stomping on the head. If it was good enough for **Panic**. . .

Chuckie Egg II

So What Happened To **Chuckie Egg I** you may ask. Well it was basically **Manic Miner** with a strong egg-and-bird theme. It was OK. **Chuckie Egg II** was probably worse but illustrates one exciting new development in platform games this is of course backgrounds. Previous backgrounds where pretty stark but here we find a lorry, a bird and a moonlit sky. Note twinkling stars. Note big sign. Note how the little egg man is about the same shape and size as Miner Willy also with an unusual hat. Some things don't change.

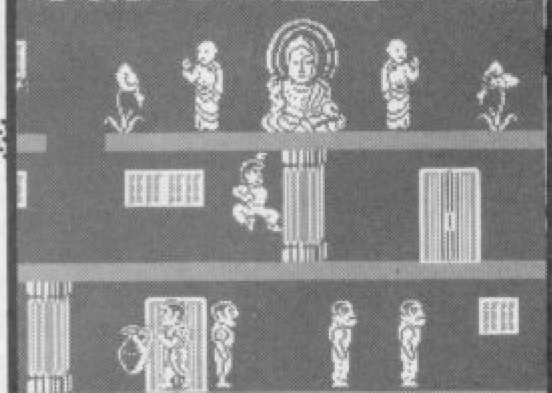






Shaolin's Road

Bruce Lee eat your heart out. Remember Brucie? Platforms and martial arts combined. Remember the little man with the javelin? See the assorted thugs and Buddists on this one. Despite the oriental setting it seems everyone is still travelling by lift, good to see the return of those gaps though. . .

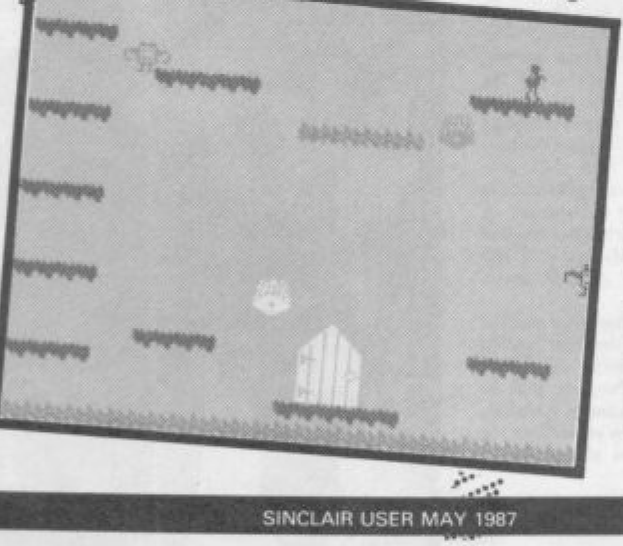


Aufwiedersehen Monty

Hot off the presses, it's state-of-the-art platforms. But it still retains the key features for a runny-jumpy game. This up-to-the-minute Monty features ladders, ropes, platforms, assorted rocks, bouncing objects, **Miner**-esque monsters, indeterminate bouncing things and a complete map of Europe. There are puzzles, collectable objects, visual puns, it even comes with a game designer to let you create your own layout. . . Things have come a long way since the simple graphics and puzzles of **Kong**.

Hercules

This one actually turned up on the Spectrum only recently but it was a pretty ancient game on most other machines. It is included here because of its unique 'jump into empty space and wonder whether there is a platform there or not' feature. Where some platforms were invisible others unexpectedly burst into flames. Pretty disturbing.



STEP

A HISTORY

ÖUTL

READ THIS!

Tying in nicely with the news that *Star Trek IV* is to spawn a computer game, comes this offering from Titan Books. Titan is better known as an importer of high quality comics from around the world, and has some connection with Forbidden Planet, the Science Fiction bookshop in London's Denmark Street. Titan also publishes comic compilations – you may have seen the *Judge Dredd* saga, now well into double figures, or other familiar faces from the pages of 2000AD, or the new Batman book, *The Dark Knight Returns*.

This, as far as I know, is the company's first real novel (ie with words not pictures). Cunning as ever, Titan has picked a book that's already a winner in the States, *Chain of Attack* is billed as the new *Star Trek* novel. US Publishers Pocket



Books, in conjunction with Paramount Pictures, are milking *Star Trek* for all it's worth – and why not? They've commissioned well known science fiction authors to write *Star Trek* novels, and this is the first.

Written by Gene DeWeese (everybody's heard of old Gene, right?) it reads just like it could have been a script for one of the old TV episodes – which is exactly how it's meant to read. Plunging into the tale of how the Enterprise boldly goes a bit further than any of our heroes had planned, skips into a completely alien galaxy and gets caught in a war that's thousands of years old, the gallant reader can picture it on some sort of internal TV screen. Yup, all the old favourites here, from Spock's Vulcan nerve grip and mind melding abilities, to the wise cracking Dr McCoy, to James Montgomery Scott and his Dilithium crystals.

Chain of Attack, Author: Gene De Weese, Publisher: Titan Books, Price: £2.95 pb 251pp

GARY ROOK



MAY COIN-OP

A great excuse for a shoot 'em up is a 'Save the World' scenario, and *Legendary Wings* from Capcom fits the bill nicely.

The story is based round 'DARK', a super computer which is on the blink and as usual is threatening to destroy civilisation. Your job is to reprogram it – permanently. *Legendary Wings* is split into two parts – a vertically scrolling landscape over which you fly and a horizontally scrolling maze of tunnels and passages through which you walk. A nice blend.

You start off in flying mode and you haven't far to go before the first waves of mutants come swirling down on you spitting fire balls and generally doing their best to singe your wings. Shooting at these early monsters is relatively simple, just position yourself in the right spot and they'll fly straight into your laser fire. It's only later on in the game that this tactic comes unstuck, the aliens become too fast and numerous for you to keep them at bay.

It may not be an original scenario, but *Legendary Wings* offers furious play, and the choice of two playing areas adds dimension to the game.

CLARE EDGELEY

TOP TEN COIN-OPS/MAY

Out Run	Sega
Rolling Thunder	Atari
Championship Sprint	Atari
Side Arms	Capcom
Americano	Universal
Bubble Bobble	Taito
Valtric	Taito
Nemesis	Konami
Soldier Of Light	Technos
Shackled	Data East

This list is complied with the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Stergides of Electrocoin.

FANTASY AND RPG

DragonLance *began as a series of modules for* Advanced Dungeons & Dragons *then begat a series of books, and will, I have absolutely no doubt, soon be brought to our TV screens as either a computer adventure or a cartoon series, or both.*

And it just goes on and on . . .

Time of the Twins *(Penguin, £2.95) is the latest of the books, and TSR has some new AD&D modules.*

Time of the Twins *begins a new trilogy set in the* DragonLance *milieu (we fantasy role players like to use the odd foreign word now and then to show how sophisticated the hobby is).*

Caramon, the incredibly strong fighter, and Tasselhof the Kender travel into the past to stop Caramon's twin brother, the incredibly powerful magic user.

Certainly worth a look.

TSR are following up DragonLance*'s success with even more material on the world of Krynn.*





First off comes Leaves From the Inn of the Last Home *this contains songs and essays from Krynn, giving you lots more background detail about the way the world functions. Unless you find you really like* DragonLance *I'd save my hard earned pennies if I were you and wait until the Autumn, when TSR is publishing a proper book on Krynn. Done in the same format as the* Advanced Dungeons & Dragons *books – high quality hardback – this will give players and Dungeon Masters the hard facts they need to create and run adventures in Krynn. It will provide details of the different races that inhabit the world, and will list and explain non-standard AD&D spells and magical items.*

Oh, and TSR has moved heavily into real book publishing with an imprint called Windwalker Books, specialising in science fiction and fantasy titles. Penguin will be distributing them in this country, I understand. The only title I've seen so far has the marvellous name of Bimbos of the Death Sun.

GARY ROOK

TEENAGE MUTA

If you're looking for adventure, how about tagging along with the *Teenage Mutant Ninja Turtles*? It's just your ordinary everyday story of young turtles who just happen to be mutants (so they walk and talk like people) who have been trained by their mentor (a rat) in the secret skills of the ninja so they can go out and avenge the death



FUNNY THING

Dear Diary. Saturday. Strolling through London, who should I bump into but Nemesis the Warlock, his old enemy Torcuemada, and goose-pimpled human female Purity Brown. "Nemmy!" I says. "What brings you away from 2000 AD *on a day like this?"*

"It's this flippin' publicity stunt" he replies. "Forbidden Planet Bookshop holds a signing session for my fifth book of comic-strip adventures, author and artist Pat Mills and Brian Talbot agree to turn up, all these maniacs queue up to see them so I have to take a sharp right off the Inter-Temporal Bypass and put in an appearance."

"All this, and a computer game from Martech! Life's hard when you're a galaxy-hopping superhero, isn't it?" "Too right", he replies; "Have you ever tried eating a chicken sandwich with this flippin' helmet on?"

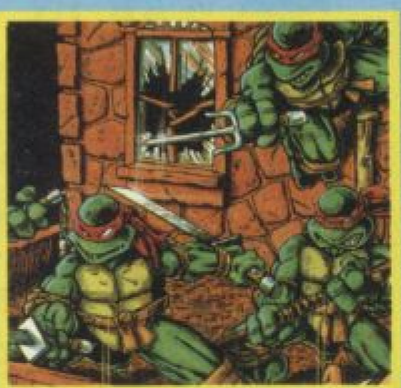
CHRIS JENKINS



ANDS

T NINJA TURTLES

of his owner (a runaway ninja) at the hands of another ninja. Not content with being hard shelled reptiles that most people think belong in soup, they've got names like Michaelangelo and Donatello...weird. Oh, and the comic book was so popular in the States that a role playing game was based on it – *Teenage Mutant Ninja Turtles (and Other Strangenesses).*



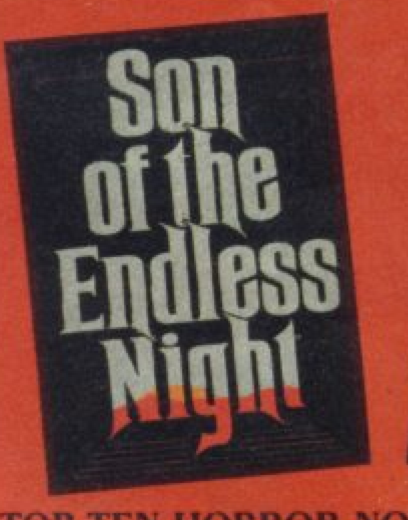


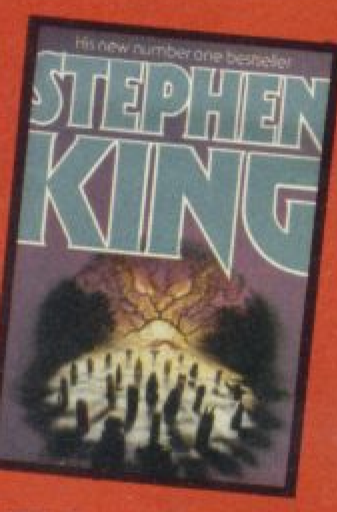
Then there's the *Time Beavers*, the heroes of a comic book of the same name. The Beavers are the defenders of the Great Dam of Time; their enemies are some rat like creatures who for some reason want to destroy the aforementioned Dam. To do so, they nick various artifacts from the Time Museum: the pistol used to assassinate Abraham Lincoln (they hope to kill him earlier), the first atomic bomb (which they wheel in to Hitler in his bunker)...

But possibly the strangest superhero around at the moment is *Cerebus the Aardvark*. Anyway, I don't quite know why but in the latest issue, which seems to be around number 100, Cerebus has been elected supreme spiritual leader of the country he happens to be residing in. His side-kick looks like Graucho Marx, and he's just about to be painted by somebody who looks remarkably like the late Andy Warhol.

So if you're bored with Superman, why not give one of the alternative heroes a try? What can you lose – your sense of humour?

GARY ROOK





TOP TEN HORROR NOVELS

1) Pet Semetary	*Stephen King*	*(NEL)*
2) The Damnation Game	*Clive Barker*	*(Sphere)*
3) Moon	*James Herbert*	*(NEL)*
4) Books of Blood III	*Clive Barker*	*(Sphere)*
5) Strangers	*Dean R Koontz*	*(Fontana)*
6) Obsession	*Ramsey Campbell*	*(Grafton)*
7) Full Circle	*Peter Straub*	*(Corgi)*
8) The Vampire Lestat	*Anna Rice*	*(Fontana)*
9) Son of Endless Night	*John Farris*	*(NEL)*
10) Breeding Ground	*Shaun Hutson*	*(Star)*

A totally partizan guide compiled by our ace Horror Fan, John Gilbert



CHEAP TECH

Nothing gives away your technological hipness quotient quicker than the gear on your wrist. Classy chronometers now come in all shapes, colours and sizes, and some of them only tell you the time as an afterthought.

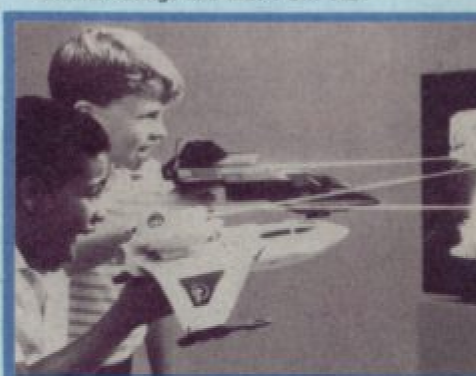
- For £2.99 the Transformer watch detaches from the strap and changes into a robot.
- At £3.99, the Giant LCD features an impressive inch-high display. No more squinting to read the time, but the rubber strap looks pretty tacky...
- Sports fans should check out the Toppa Pro stopwatch; large LCD display accurate to hundredths of a second, multiple operation modes and a neck-cord at around £9.99.
- Casio's game'n'watches feature alarm and stopwatch facilities; plus GH16, Helifighter, has choppers flying from one side of the screen as you fire missiles from the right, and GA-5, Atomic Robot, features a lovable android leaping over obstacles – price around £19.99.
- The Casio Melody Alarm 30 wakes you up with a selection of tunes; Folk, Classic, Latin, Pop, or just a boring old beep for £22.99.
- LeClip is a series of quartz analogue watches designed to attach to your lapel rather than hug your wrist; lots of stylish designs at £24.00.
- Casio's DataBank series is the ultimate in hi-tech. The top-of-the-range model has an alphabetic keyboard, multiple alarms, remembers names, addresses, meeting times and dates, and has a secret entry code, all for £49.99■

CHRIS JENKINS



SMALL SCREEN

Televisions that shoot at you will be here by January, if American toy giants Mattel has its way. Its Captain Power toys, about to be launched in the States, incorporate 'revolutionary' computer technology which allows them to actually react to television signals – but there's a catch. "We don't know much about it ourselves, yet" admitted a confused Mattel UK spokesperson. "Captain Power toys have built-in video sensors – they work on infra-red light, or something like that – which can pick up signals from the Captain Power cartoon series. You can play with the figures, aircraft and weapons on their own, but the main idea is to use them interactively. They respond to the specially encoded signals by shooting at the screen, and...er...things like that". Um Yes.



"We don't even know what the things look like, really, but we'll have more information from the States soon." Uh Huh.

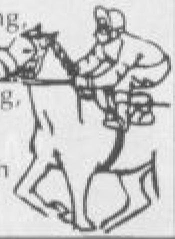
But if you're looking forward to owning toys which can react to what happens on the television – which is more than some human beings can – you might be disappointed. "We won't see then over here before January" lamented a Spokeswoman; "And we might not be able to run the TV series over here anyway. The IBA has very strict rules about marketing products tied into TV series, so they might not let it be shown."

One alternative would be to market the Captain Power sets complete with videotapes featuring the encoded cartoons. The day is coming nearer when, instead of you watching your television, your television will watch you!

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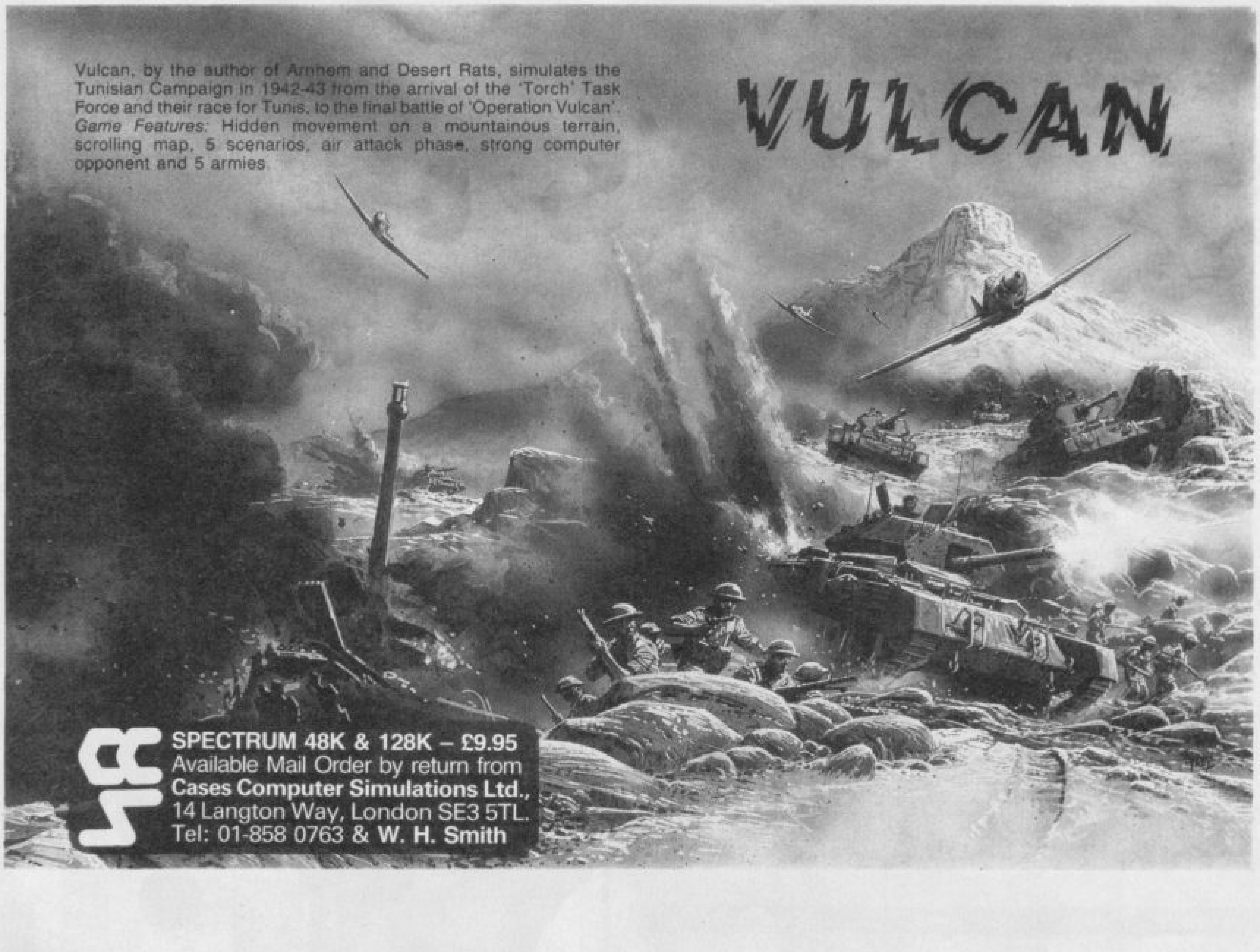
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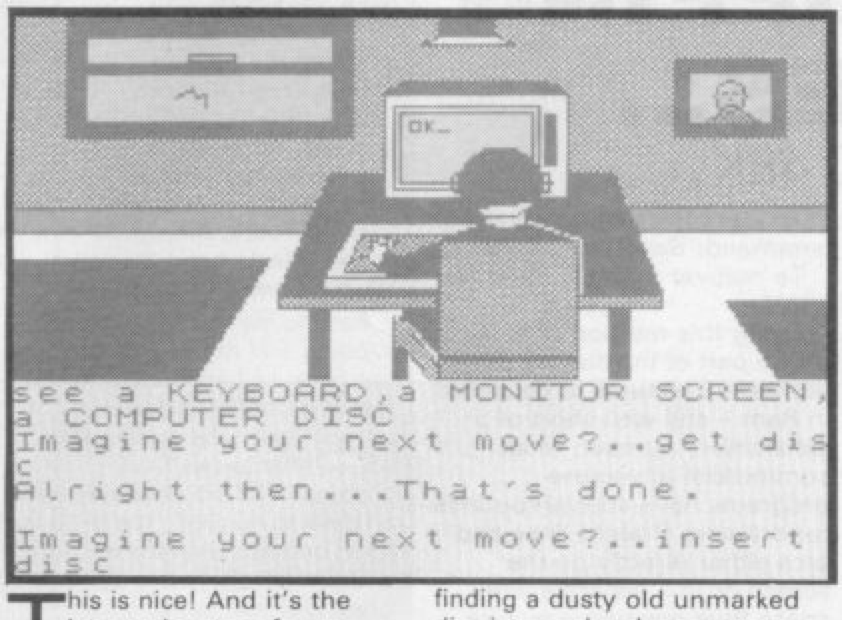
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IMAGINATION



This is nice! And it's the latest adventure from Peter Torrence, who wrote such notable offerings as **Subsunk** and **Seabase Delta**.

It's really four different adventures in one. The plot is loosely based around you finding a dusty old unmarked disc in your local computer shop, and as no one knows from where it came you take it home to find out what is on it.

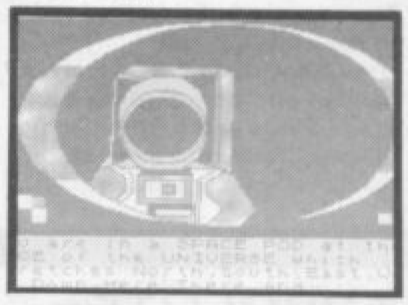
It starts getting complicated when you boot up the disc and examine the screen, where you find a small menu of game titles: 1) 2002 A Very Odd Day In Space 2) The Lords Of Half Past Nine 3) Panic Miner 9000 and 4) Raid Over Margate. Interesting!

Choosing one of these titles actually throws you into the very game you selected and you find yourself in one of four mini text/graphic adventures.

The Lords of Half Past Nine, is an obvious parody of Mike Singleton's classic, and opens with you standing on frozen wastes, and 'an icy shiver runs up from your feet, sees your head and comes running down again' type humour.

And so it goes, with a fair few locations for each adventure, with a few tricky puzzles thrown in.

The graphics are Level 9ish – which is to say not terrific – and the text description fairly sparse but I must say I found myself enjoying the whole thing enormously■



FACTS BOX

A truly original theme text adventure from an author with an enviable track record. Cries out to be played

IMAGINATION
Label: Firebird
Author: Peter Torrence
Price: £1.99
Memory: 48K/128K

Reviewer: Gary Rook

★★★★☆

BUDGET £1·99 £2·99 REVIEW

XEN



V-class space fighters come cheap these days. . . only £2.99. Gone are the days when you had to save up plenty of your intergalactic credits or interstellar spondoolies or whatever you care to call them. No, nowadays for a mere £2.99 you get the business: photon guns, pink bombs, instant response and thrust. Just as well really, as those evil Argons are at it again, as if not content with controlling half of the Known Universe already, they have decided to pick on the peace loving people of Zenon.

Enter you – last survivor of Xenon Space Defence Corps, whose sole mission is to save the Planet from Argon domination. Very noble of you, it's just a pity that you decided to pick this game to do it, as there are a lot better ones around for a hero of your calibre. Don't get me wrong. It's not all bad, the opening synthesised music is pretty atmospheric, and the explosion graphics are extremely well done, apart from that the sound FX are naff, and for some reason the Argons don't shoot at you at all, they just fly kamikazee-like, hell bent on colliding with you instead. There are four zones to be liberated before you have won, and points are awarded for each enemy craft eliminated with the added bonus of extra lives if you bomb six bases. The game is a vertical scrolling shoot 'em up which lacks a lot of finesse, and quite frankly very little skill is needed to finish it. I would in all honesty think quite hard about the 'highly addictive' tag given it on the inlay cover, more a case of 'highly boring' if you ask me. Which brings us nicely on to the price, at £2.99, considering what you get now for £1.99, this is too much■

FACTS BOX

Tired old re-hash of an even more tired game avoid unless completely desperate. And it's an expensive cheapie

XEN
Label: Creative Sparks
Price: £2.99
Memory: 48K/128K
Joystick: various

Reviewer: Gary Rook

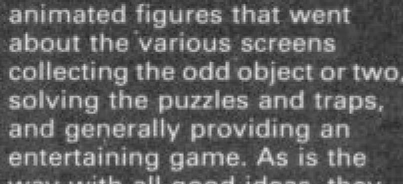
★★☆☆☆

THE SCEPTRE OF BAGDAD

Remember that old favourite **Everyone's A Wally** from Mikro-Gen? It spawned quite a few arcade adventures using large animated figures that went about the various screens collecting the odd object or two, solving the puzzles and traps, and generally providing an entertaining game. As is the way with all good ideas, they are played to death, till in the end you're just plain tired of them.

What makes this game so pleasant, is that lo and behold, the arcade adventure has returned in the classic sense. It's fresh because we haven't seen one in a while, and it's cheap, so if the puzzles are good, you can rest assured that you have an entertaining game.

The plot concerns the quest for a lost sceptre which has the power to keep you as Caliph of Bagdad. You wake up one morning to find that you have shrunk, your sceptre has gone, and you have until noon to find it and show it to your people otherwise an evil wizard will be crowned Caliph in your place.



You can walk or jump as per norm and collect objects by walking over them. The large colourful characters are very cleverly designed without any attribute clash. A nice touch is the Genie in the Lamp who gives you the odd clue to help (only if you hold the hankie to rub it with). The Eastern flavour is all there with even a magic carpet to whisk you off the MFI, via Bagdad Airways. There are 48 screens to explore, and some include a few very unsavory customers, like a cyclops and a Medusa along with a burning desert a shark-infested river (sharks in Bagdad???) and a bedroom with very slippery bedpoles! Get this one, a fun game at a fun price■

FACTS BOX

Old big sprite arcade adventure format rejuvinated and transformed by in-ventive touches. Cheap too!

THE SCEPTRE OF BAGDAD
Label: Atlantis
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Andy Moss

★★★★☆

Got a problem? Then send for help! Write now to: Hewson, Graham Close, Blewbury, Oxfordshire

THE SCREEN FLIPPING SAGA CONTINUES...

OR HOW TO CRAM LOTS INTO 48K

I wanna store screens in memory but I can only squeeze in four, complains Mark Lester of Bristol. **Is there a way of storing more?**

There *are* a number of ways of squeezing more pictures into memory. Probably the simplest is not to attempt to use and store the entire display but instead to use a part of it only. The mapping of the display file to the screen is not straightforward. The screen is divided into upper, middle and lower thirds and within each third two adjacent lines of 256 pixels on the screen are controlled by two blocks of 32 bytes in memory which are separated by seven intervening blocks of 32 bytes. (A way of observing this in practice is to watch a screen display being loaded from tape using the *Load Screen$* command.)

Hence, an uncomplicated way of saving on memory space is to store and recover the top third only of the display file and the first third only of the attributes file. A machine-code routine for doing this is listed in Table 2 and it be *Poked* into the printer buffer using the program in Table 3.

To store the picture enter the command: *Rand Usr* 23296.

To recover it enter: *Rand Usr* 23325.

Using this method of storing only a part of the display allows at most 18 pictures to be stored in Ram – still well short of a satisfactory number. Most commercial adventure programs have special routines for drawing straight lines and arcs either directly on the screen or in a separate work space thus creating a picture from a compressed set of data. A separate routine is also required to 'colour in' the picture in the regions between the lines which have been drawn. The programming involved can be quite sophisticated and is beyond what can be covered in a column of this nature.

However a technique which lacks the finesse of special drawing routines but is relatively easy to describe and interesting to use is to look for patterns in the data forming the picture and to use the patterns to advantage. An astute computer programmer when storing data of this nature will recognise the pattern and will devise a rule which takes advantage of the pattern to allow the data to be compressed. The rule might be 'store all non-zero entries exactly as they are but store a sequence of zero entries as zero followed by a number which indicates the number of zeros in the sequence'.

MYSTERY SOUND FX

I rubbed my eyes in disbelief when I read the letter that Patrick Downes of Pontypridd sent me. He wrote as follows: **I bought a copy of Gauntlet in December 1986 and now on the 15th February, the music and sound effects have changed! What on earth is going on?**

Patrick, my eyes are red from rubbing and my hair is falling out because I am scratching my head so hard trying to work out why on earth the music and sound effects can have changed. Unfortunately, it has all been to no avail. The truth is I have no idea whatsoever and I am publishing your letter in the hope that someone, somewhere, will come up with an explanation. Has anyone any ideas?

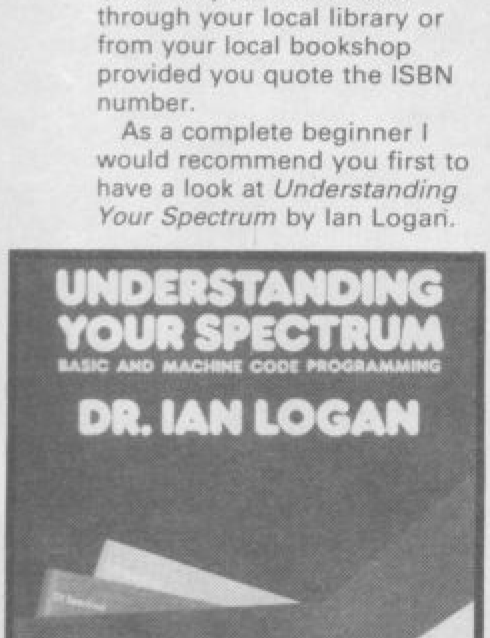


ABSOLUTE BEGINNER

Please, please, please, writes Andrew Marwick of Cleveland, **Please, please, please could you recommend a book for me as an absolute beginner about machine code on the Spectrum and give me an address so that I can obtain a copy.**

Yes, Yes, Yes, Andrew, I can certainly recommend a book. Yes, Yes, Yes, I will do it right now. Have a look at the list in Table 1. You should be able to obtain any of these books through your local library or from your local bookshop provided you quote the ISBN number.

As a complete beginner I would recommend you first to have a look at *Understanding Your Spectrum* by Ian Logan.



This book has been around for several years now but it still commands respect. The second book on the list is co-authorised by Ian Logan and is an authorative guide to the Spectrum Rom. Book number three on the hardware is interesting for those who want to know what goes on 'under the bonnet' and complements book number two. The fourth and fifth books are real heavyweights and should only be tackled by those who are determined to know absolutely everything. Good luck!

Understanding Your Spectrum
ISBN: 0 86161 111
Author: Ian Logan
Publisher: Melbourne House

The Complete Spectrum Rom Disammbly
ISBN: 0 861611 116 0
Author: Ian Logan
Publisher: Melbourne House

Spectrum Hardware Manual
ISBN: 0 8616 115 2
Author: Adrian Dickens
Publisher: Melbourne House

Z80 Assembly Language Programming
ISBN: 0 931 988 21 7
Author: Lance A Levonthal
Publisher: Osborne/ McGray-Hill

How To Program The Z80
ISBN: 0 89599 057 1
Author: Rodney Zaks
Publisher: Sybex

Table 1. A Spectrum reading list

TURN FUN INTO GREENBACKS

How can I become a professional games programmer? **asks Nick Dove of Fulham.** Is everyone self taught or are there suitable training courses? What additional software and hardware does a programmer need?

Good questions Nick and they win you a copy of Ranarama **by Steve Turner for the simple reason that I think he is the best Spectrum programmer in the country. I know I'm biased because he writes' for us but I think if you want to become a games programmer then you could do a lot worse than copy him.**

Steve has a wide experience of computing having first taken a Tops course in programming not log after he started work. He then moved into the Civil Service and worked on the Government's VAT computer down at Southend. This is a very big installation with hundreds of programmers, operators and software and hardware engineers all working on the same massive web of computers, terminals and printers etc. Next Steve moved to a big insurance company to join the part which specialised in setting up computerised accounting systems for other companies.

It was only after this varied experience that Steve moved on to home computers but even then his 'training' wasn't over. He started way back on the ZX80 when it first came out, building it himself and familiarising himself thoroughly with how it worked.

To become a professional games programmer I would recommend the following path. First buy a computer and fiddle about with it, reading the magazines and trying out ideas from books until you begin to get the hang of what is going on. Next find yourself a fairly

HEWSON HELPLINE

Consider the following list of numbers:

. . .9,11,34,4,3,5,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,1,7,8. . .

When compressed using the rule above this list would appear as:

. . .9,11,34,4,3,5,0,16,1,7,8. . .

where the 0.16 indicates a sequence of 16 zeros.

Returning to the Spectrum screen display we can see that the same effect is present. Because we are dealing with a high resolution display most of the pixels are zero, ie illuminated. This is particularly true when a cartoon style image is displayed, say of Mickey Mouse, which consists of an outline only with the colour variation provided by the attribute area. We are forced to consider groups of eight pixels together, ie bytes, if we are to develop the compression scheme but even at this resolution, many sequences of bytes will consist of zeros only.

```
10 FOR I = 23296 TO 23552.
20 INPUT J
30 PRINT I, J
40 POKE I , J
50 NEXT I
```

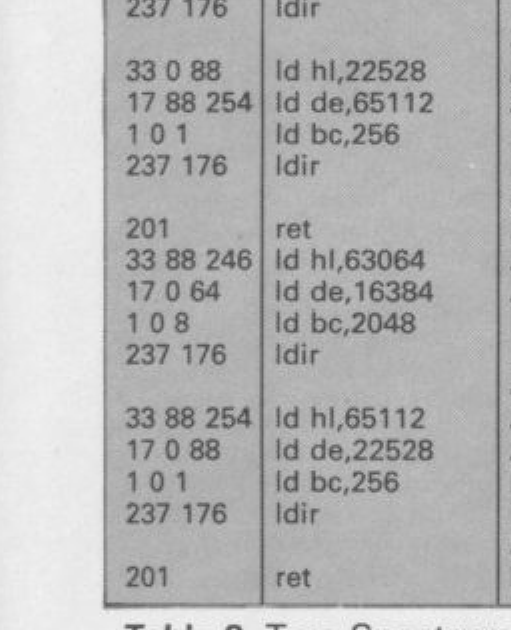
Table 3. A simple Spectrum program for POKEing decial codes into the printer buffer



When a sequence of zero bytes is detected then this can be stored as a zero byte followed by a number indicating the number of zero bytes in the sequence. It is not difficult to add such compression (and decompression) rules to the routines listed in Table 2.

Decimal	Assembly code	Comment
33 0 64	ld hl,16384	Address of display file to hl
17 88 246	ld de,63064	Address of destination to de
1 0 8	ld bc,2048	Number of bytes to move to bc
237 176	ldir	Load hl to de, decrement bc and repeat
33 0 88	ld hl,22528	Address of attributes file to hl
17 88 254	ld de,65112	Address of destination to de
1 0 1	ld bc,256	Number of bytes to move to bc
237 176	ldir	Load hl to de, decrement bc and repeat
201	ret	Return
33 88 246	ld hl,63064	Address of source to hl
17 0 64	ld de,16384	Address of destination to de
1 0 8	ld bc,2048	Number of bytes to move to bc
237 176	ldir	Load hl to de, decrement bc and repeat
33 88 254	ld hl,65112	Address of source to hl
17 0 88	ld de,22528	Address of destination to de
1 0 1	ld bc,256	Number of bytes to move to bc
237 176	ldir	Load hl to de, drecrement bc and repeat
201	ret	Return

Table 2. Two Spectrum machine-code routines to store and recover the first third of the display file and the first third of the attributes area above RamTop



short course at a college to teach you the fundamentals of professional computing. Next find yourself a post of trainee programmer with a reputable company – not necessarily one in the games field. After a couple of years with them you should be ready to move to a new job with a games company and be ready to take on the world.

If all that seems long-winded then I am sorry but I don't believe there are any short cuts to long term success although as you are no doubt aware there are plenty of people who have struck lucky without apparently going through the procedure outlined above. Let me assure you though that there are fewer of them than you might imagine.

As to equipment then I would recommend a reasonable assembler – say the one from OCP and a character editor such as Melbourne Draw **plus a reliable Microdrive system to keep all your hard work on. Read as many books as you can lay your hands on. Professional computer companies buy expensive computers on which they develop their games but I do not feel that the expense is justified for the amateur programmer.**

PORTS ALL AT SEA

My son has a Spectrum 128K+2, writes an anonomous contributor from Gwynedd in Wales. **I would appreciate clarification of a couple of questions relating to the use of joysticks, following your article in the March edition of SU.**

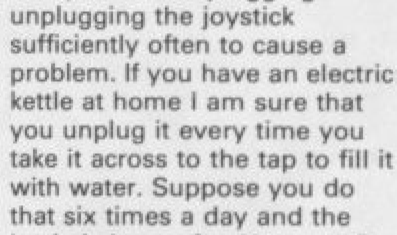
First, your article seems to imply that it may not be satisfactory to use a Cheetah joystick with the 128K+2 connection in place of the joystick supplied with the machine. Is this correct? Second, my son had a number of 48K games from his previous Spectrum but when he plays them on the 128K+2 he finds some require the joystick in the right hand port and some require the joystick in the left hand port. We have been advised that continually taking the joystick out of the ports would ultimately damage the ports. We were advised to have two joysticks. Do you feel this was reasonable advice?

And, thirdly, my son's machine has recently developed a fault after only two months use. Could it be the joysticks which have caused the problem?

Well, Mr/Ms Anonyomous, using a Cheetah instead of the original one supplied is quite OK provided you are careful to use the correct connector. The situation is unsatisfactory only in the sense that it is a pain in the neck for you as a consumer to have to cope with so many different joystick standards for the Spectrum. Frankly, it is also a pain in the neck for the software companies who have to write their software to support so many different standards. What makes it even worse is that every time a new standard comes out, all the old software, which was written and released before the new standard became available can have problems.

Personally, I think it is unlikely that you will be plugging and unplugging the joystick sufficiently often to cause a problem. If you have an electric kettle at home I am sure that you unplug it every time you take it across to the tap to fill it with water. Suppose you do that six times a day and the kettle is in use for 10 years. By my calculations that suggests that you have to plug and unplug it 22,000 times. The joystick connectors are perhaps not as robust as a kettle connector but there again I doubt if you will be plugging and unplugging them six times a day for ten years. Hence I would expect them to last for the lifetime of the machine.

I am unable to suggest whether the fault with your 128K+2 lies with the joystick or not. Provided your son has always taken care to plug the right joysticks into the right connectors, then they should not be the source of your problem.





ARCADE REVIEW

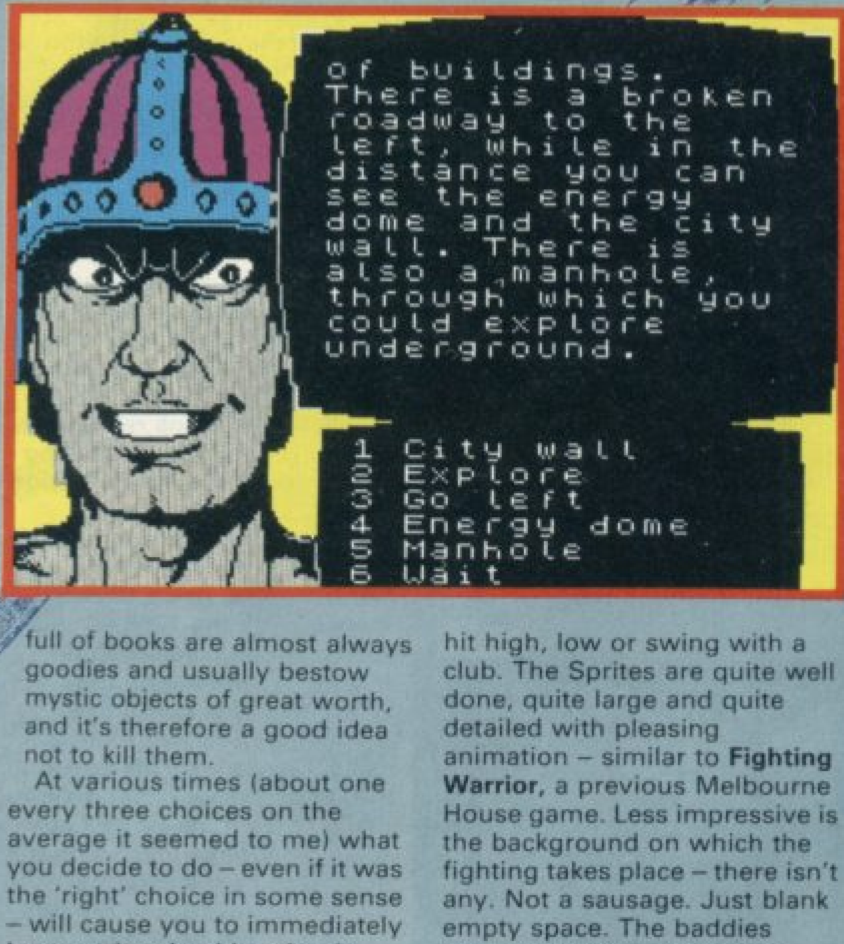


DOC THE DESTROYER

Doc the Destroyer, lone superhero, is kicked out of the Domed City. This is because the Domed City is doomed but the inhabitants resent the dogooding Doc telling them so.

Looks like Doc is doomed too. Is Domed doomed? Is Doc doomed, dumb and sure to be deemed dead? It's up to you.

Doc is a rather inventive mixture of kicky-facey game, animated graphic adventure and role-playing extravaganza. Not just violence but intelligence and wit and courage required too. Kicking with confidence in fact.



The game is controlled totally via joystick – from the selection of actions via a menu option to thumping various baddies over the head and there are essentially two fairly distinct elements to the gameplay.

First the decision-making game which works roughly like the likes of **Adrian Mole.** A scene is described and you have around half a dozen options – directions you might go in, actions you might take, eg *Explore.* It's usually possible to make some sort of intelligent guess about what the best choice to make. Here's a handy tip – peculiar old men in rooms full of books are almost always goodies and usually bestow mystic objects of great worth, and it's therefore a good idea not to kill them.

At various times (about one every three choices on the average it seemed to me) what you decide to do – even if it was the 'right' choice in some sense – will cause you to immediately become involved in a battle. This is the part two – the bit that works like **Exploding Fist** albeit with reduced options. Basically you can move left and right and hit high, low or swing with a club. The Sprites are quite well done, quite large and quite detailed with pleasing animation – similar to **Fighting Warrior,** a previous Melbourne House game. Less impressive is the background on which the fighting takes place – there isn't any. Not a sausage. Just blank empty space. The baddies change however. Although there is a standard thug you also get to fight Yorkshire terriers and slugs (at least that's what they look like). Don't be lulled into a false sense of security – I've never made it past the Yorkshire terriers yet.

Doc the Destroyer is nevertheless a pretty impressive game. Partly because the scenario is quite varied and partly because the number of alternatives presented even quite early on in the game is large – there are a lot of decisions to be made. The fighting part works fairly well although some of the time I felt I'd just been dumped into conflict for no reason, ie, it was just bad luck rather than poor judgment.

Doc the Destroyer is neither devastating nor a dodo. But it is a bit of a change and in its own terms it works well.

Also, the programmers have taken some efforts to hide the esentially visually dull nature of the text parts by presenting them as scrolling in a speech bubble belonging to a giant warrior face.

Level 9 please note for future **Adrian Mole** or **Archer**-type programs: this is the way to do it■



FACTS BOX

Interesting mixture of arcade bash-em-up and choice-based text adventure. Good fun and quite an intricate plot.

DOC THE DESTROYER
Label: Melbourne House
Author: Beam Software
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★☆

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SU 287



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ZX Computing Monthly's reviewer concluded: "I have no hesitation in giving it the highest accolade possible from a hard bitten, cynical reviewer. I will buy one."

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SINCLAIR user COMPETITION

MASTERTRONIC BIKER'S COMPO

I am, 'ow you say, 'appy to be speaking to you from the, er, saddle of this truly amazing bicycle. It eez a fantastique experience, I 'ave to say.

The whizz of the pedals and the chain going around and, what is the word you English use? Ah! – around. It is even more thrilling when you are leading the, er, 'pack' of the internationally famous Milk Race. All ze well known riders are there.

There is ze thrill of competing against the biggest and fastest lean, mean cycling machine (oh yes!) and the danger of the jabbing out an eye on the leetle straws of the drinks 'eld out by the helpful peeple at the side of the road.

Now, and here eez ze exit-ing beet, thanks to those great guys at the house of software with the name Mastertronic, you can enjoy the thrills and spills of the race! Mastertronic, ett seems, 'as ze game of ze Milk Race, eet appears...

Le Prizez!

Mon dieu! The winner of the first prize will walk away with the following amazing cadeaux:

- Un built-by-the-hand DAWES MIRAGE RACING BICYCLE (ooh la la!)
- Un JERSEY de la MILK RACE (le blimey!)
- Une PAIR de STYLISH CYCLING SHORTS (gosh)
- Un copy de la MILK RACE GAME (insert meaningless adjective here)

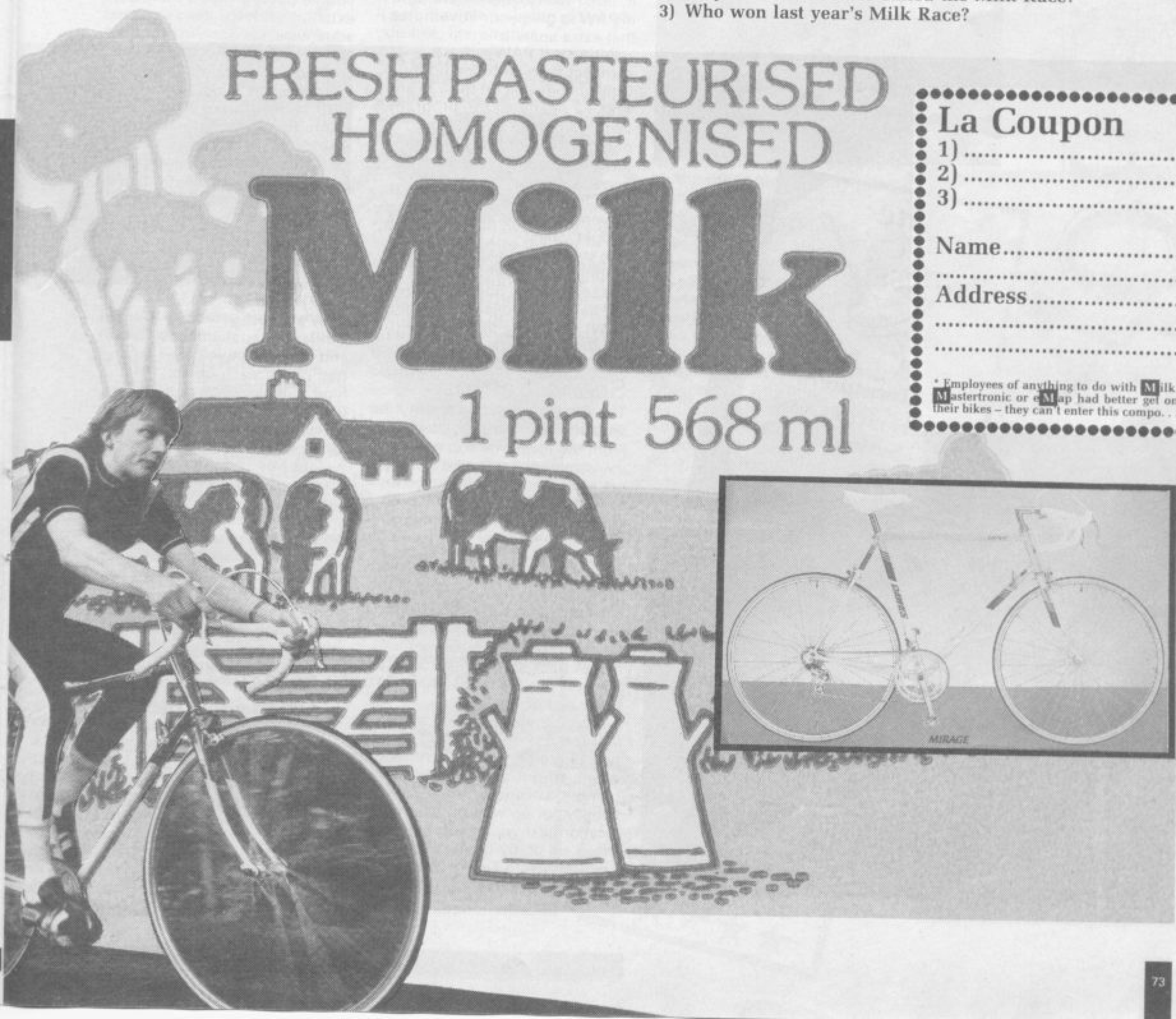
Zees not all, neivaire. Thirty runners-up will win the copies de la game too!

La Instructiones!

Eet's eazy! Just answer the questions* below and fill in the, oh, what is the word? Coupon. Zas is it! Yes. Just answer the simple question below and send it on an inner-tube to: Sinclair User Perpetuate The Peter Sellars Stereotype Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, Great Britain. Competition closes on May 30.

Le Questiones!

1) How many wheels are there on a bike?
2) Why is the Milk Race called the Milk Race?
3) Who won last year's Milk Race?



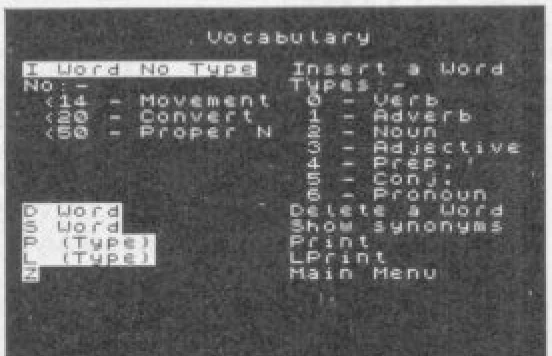
La Coupon

1) ....
2) ....
3) ....

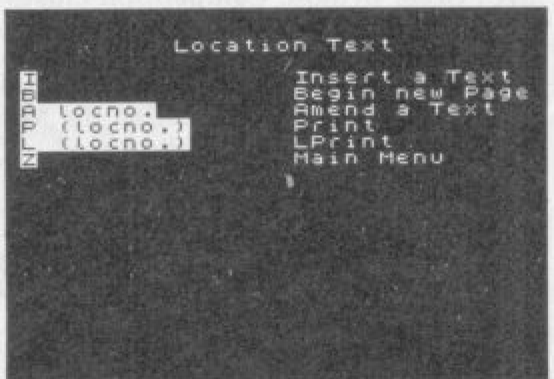
Name..............................
....
Address..............................
....
....

* Employees of anything to do with Milk, Mastertronic or eMap had better get on their bikes – they can't enter this compo. . .

PROFESSIONAL ADVENTURE



SINCLAIR CLASSIC USER





First DIY adventures were **Quilled**, then they were **Illustrated, Patched** and **Pressed**.

Now you can **PAW** them.

Never a company to go over the top, Gilsoft has launched its **Professional Adventure Writer** to the hum of bumble bee wings rather than the clash of Oceanic Cymbals. It's a pity really because if ever a product deserved top billing this is it!

PAW provides a complete orchestra of professional adventure effects.

You can position graphics and text anywhere on the screen, create UDG character sets and cursors, produce real-time maze games and define pseudo-intelligent characters – *á la* **Lord of the Rings.** And, if you've already got Gilsoft's **Quill** and the bits which go with it, don't worry, there's enough in **PAW** to give your adventures that extra sparkle.

For a start **PAW's** more compact than all those fiddly **Quill** utilities and on the 128 and 128K+2 nearly all the program overlays can be *Loaded* in at one go. It's more flexible than any of the other adventure generators – including **GAC** from Incentive or even the **Adventure Generator** on CRL's budget label.

In short – there are no straight graphic/text adventures that I've seen on the Spectrum could not have been designed using **PAW**! OK, that's a heady claim but the package's powerful features prove that

Scene Setting

The *Set Up Locations* facility is very similar to that of **Quill**. From the locations sub-menu you can insert, ammend print to the screen and line-dump to an Epson compatible printer. Each location has an index numbér, the first being zero. To insert location copy just type *I* and **PAW** takes you to the next available empty location. It uses a line editor similar to the one used by the Spectrum in 48K Basic mode but the cursor moves back and forward across the lines at approximately twice the speed of Uncle Al's.

If you've already used a location during an editing session you'll have to ammend it by typing *A* and its location number. Location zero is initially set up with an example location text which you'll need to get rid of, by typing *Edit* twice, or using *Delete* before entering the title of your own adventure.

PAW's introductory booklet shows more of these useful dodges – some of them built into the Spectrum's Basic editor – which can be used to make text entry easier. For instance, when you're near the centre or a line and want to move to the next line you can press *Space* or – and this is the dodge – press *Extended Mode Seven* and *Delete*. As if by magic the cursor goes to the beginning of the next line.

You're not restricted to a maximum length of description but, as with the Basic editor, the cursor slows text entry and alteration as the number of lines grow. Unless you want to recreate **The Pawn,** howevér, you're unlikely to have a problem. Location descriptions aren't much good unless you can get from one to the other so you've gotta create a table of exits for each location in your adventure. It's done in much the same way as locations are created but you simply type the direction and the number of location to which you want the exit to be made. If, for instance, an exit North takes you to location number five you'd type *N* 2. Further exits can be typed on the same line and if you make a boo-boo just amend it. **PAW** recognises all the points of the compass and will even allow you to go up and down

Objects

PAW's object generator is again similar in capabilities to **Quill** and **GAC**. First you give a number to each object, then type in its location and, unlike the other, if it's something which needs to be carried for long periods, you can give it a weight rather than just specify how many objects a character can carry.

You can also specify if an object can *contain* another item or if an object can be lit, loaded or changed in some way. The latter are Not Created objects and are appended to an item's initial state to be invoked when certain conditions are met – for instance, if a switch is pushed on the lamp

Complex Talk

There's no Noun/Verb nonsense with **PAW**. You can enter proper English sentences and the language parser will understand it. The initial vocabulary contains most of the words you normally need in an adventure – *Up, Down, Say To.* You add to it in the same way as you insert locations.

WRITER

TOOL-KIT

```
ORG     60000
LOAD    60000
LD      IX,(23563)
LD      E,(IX+4)
LD      D,(IX+12)
LD      C,(IX+20)
LD      B,(IX+28)
LD      A,(IX+36)
PUSH    AF
```

REVIEW

The Vocab system is so powerful that you can insert abbreviations, so as to save typing by players and cut down on the number of spelling mistakes. For instance, you can bracket a dictionary entry so that your adventure only takes the first few letters into account. For instance, *N(ORTH)* would be *N* or *NORTH* while *NOR(TH)* would be *NOR* or *NORTH*.

You can also equate a new word entry to an old one in the dictionary. For instance, you may have a game which takes place in Sky City, so you need more than one word for up and down – just as the Eskimos have lots of words for fish. So, for instance, you can make your adventure as speak-easy-English as you please – *Climb, Ascend, Descend.*

The vocab also allows you to build multiple statement sentences using connections such as *And* or *Then*, so your



could say *Take the stick and beat it on the ground then pick up the stone*

Intelligence

If you're going to put intelligent characters in your game you define them almost as if they were objects whose movements are detailed within the main body of the location copy. Each character's movements depend on the conditions within a location such as which locations are held, where you're headed and what you're carrying.

The characters can also be manipulated by the player using the *Say To* command or similar. **PAW** strips the *Say To* out and applies – tries to apply – your commands within quotation marks to a particular character. For instance, you could sat to Bilbo *Get the coals from the fire.* **PAW** takes *Get, Coal,* and *Fire.* The **PAW's** response table is used to tie the replies in with the situations. It sends the response message to the screen and up-dates the game's status, but you'll have to do all the donkey work of keying in the response.

It may sound complicated but **PAW's** menu system makes it as easy as pressing options and typing in the description text. It's so flexible you can do what you like, literally

Graphics

There are two types of **PAW** graphics. The most used are the location graphic screens, but you can also create miniature real time mazes in which your character can get lost.

If you've got a 48K Spectrum you'll have to load the graphics generator as an overlay. It's got a similar layout to the old version of Softek's **The Artist** with a black window in the centre of the screen but the commands as one word instructions at the bottom. With the initial key press of a command you can change screen colours, produce lines, arcs, circles and shapes. You can then colour fill parts of the screen, and move sections around using the windowing command.

The facilities operate more slowly than the **The Artist** but if you're a competent artist – as are all those at Delta 4 – you can produce some stunning effects and not have to load in a screen you've designed from another package.

As for the arcade game facilitiy, it may not look hot, but it adds a real-time element to the proceedings. You can design a maze, the tunnels being one character wide, and put a one character wide cursor in it to represent the player plus any monsters you care to introduce. **PAW** does the rest, though I for one would regard the inclusion of such a maze into an otherwise good quality game as a bit of an intrusion.

Compilation

When you've finished testing the adventure database from within **PAW** – which provides a stable environment for trying to crash your game as well as routines with which to make sure that all objects are tied into locations and there are no loose ends – you can load in the *Starter* routine. This is the only overlay on the 128K version.

The *Starter* takes the compiled program and adds the finishing touches to it. For instance, there's a standard Basic loader into which you can put a loading screen on to your adventure. It's a neat touch and better than scrambling around with sections of code produced by the other generators on the market

Conclusion

PAW is the most powerful adventure building utility I have ever seen on the Spectrum. It creates adventures to order but does it with a flexibility which does not stifle creativity.

All the other adventure generators leave their mark, either by the way their creations are laid out or the limitations of Noun/Verb keyboard responses.

PAW, on the other hand, can create games which are truly professional even by today's standards■

SINCLAIR CLASSIC USER

Table 1: PAW – Extras the others don't have

- 128K +2, auto enhanced
- RAMLoad within adventures
- Has programming language command structure
- Pseudo intelligent characters
- User-definable printer dumper RS-232
- Time-out messages – "hurry up", "carry on . . ."
- Combined acts – "Drop All . . ."
- Arcade maze graphics
- Object weighting table
- Multi-part adventure option
- Starter structure, loading screen

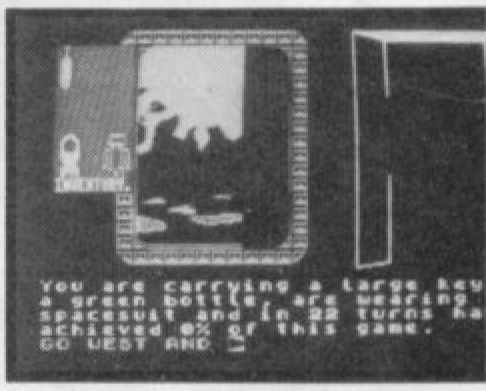
FACTS BOX

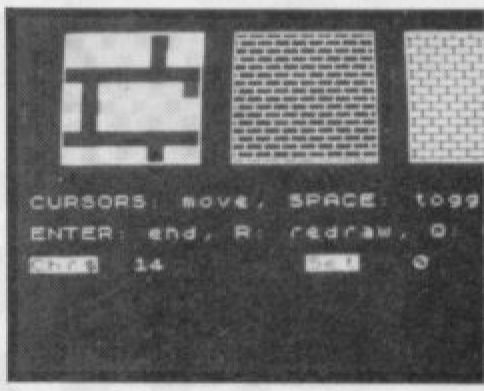
Remarkable and flexible graphic adventure generator. It's now THE adventure utility. What else can Gilsoft do?

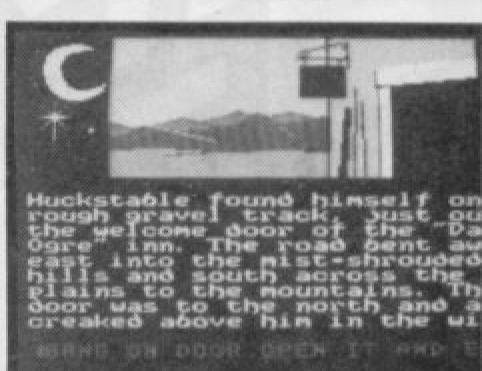
PAW
Label: Gilsoft
Price: £22.95
Authors: Tim Gilberts
Memory: 48K/128K enhanced

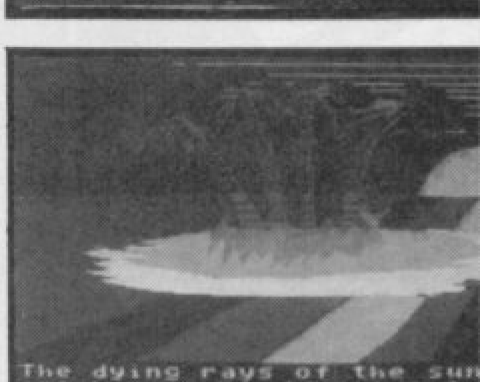
Reviewer: John Gilbert

★★★★★

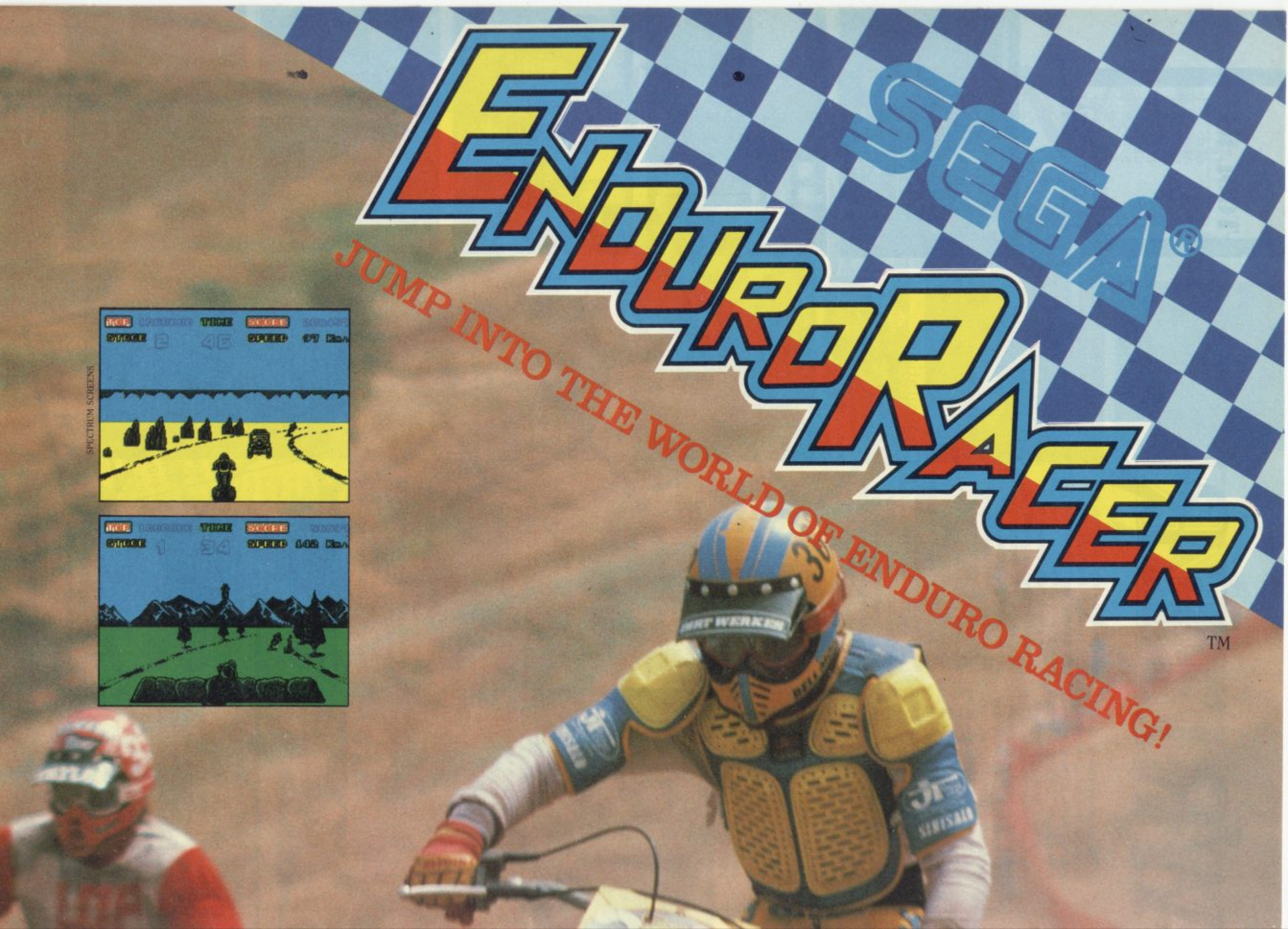











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This Sega coin-op conversion puts other top software houses to shame. It sets a new standard for arcade tie-ins.
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SHORT CIRCUIT™

After a string of very wobbly tie-ins (**Knight Rider, Street Hawk, Top Gun**) Ocean was coming close to gaining a rather undesirable reputation.

Short Circuit – from the movie of the same name – should put all this to rights, at least for the time being.

In the game (and the film) Number 5 is a robot designed and owned by the wildly unstable and totally potty military people. As with all inventions of genius scientists, something goes wrong with the very core of Number 5 and it suddenly thinks that it is eek – human.

The scientists in charge of the project want Number 5 back on the workbench in order to find out what happened. The security people want to make sure Number 5 won't run amok and kill innocent bystanders with the wacking great laser it has on-board. And No. 5's quite happy off on its own, and would prefer to stay that way.

Whether any of this info enchanced my enjoyment of the game is, I reckon, highly debatable.

Part 1 of the game (there are two sections) is a quasi-3D affair with thirty-six rooms filled with benches, tables, chairs, drawers, chests and palms. There are lots of palms. They're a little irritating in fact. The palms seem to have been used as a slower-downer by the design team of the game. As it's possible to examine or search any item of furniture or scenery, it's possible for an object to be hidden almost anywhere.

As a result, you have to search every possible recepticle instead of solely appropriate locations for the desired items.

And because robots are a bit thick, you'll have to find the programs to instruct Number 5 how to do things like pick up, drop, break, search etc.

The aim of this part is to move through the rooms, collecting the various items that you find and attempting to use them in an appropriate fashion enabling you, eventually, to escape the complex.

It shouldn't come as too much of a shock that this is really rather more difficult than it sounds.

Part 2 (which you can reach either by completing Part 1 or simply by skipping to it) is loaded separately from tape in 48K mode. Lucky 128K owners can load the whole lot and flip between the parts. This bit is far more aracdey and I prefered it.

Everything is viewed side-on and Number 5 trundles along from left to right. The background is a landscape scene which operated with pleasing three-dimensional effect.



As the screen scrolls from right to left, numerous cute woodland creatures crop up. Bunnies, squirrels and birds all appear from time to time. Being an environmentally sound robot, Number 5 isn't allowed to kill anything. Thus, should it run over, flatten, shoot or manage to kill one of these creatures, it will suffer a terrible mental trauma. Too much trauma and it's Game Over.

There are holes in the road which get in the way. You'll have to jump over them as running into/over them will cause you head to fall off. At the same time you are pursued by similar robots who are programmed to capture you. Contact with such a robot will end the game too, but it's possible to blow them away by shooting them with a laser beam. Apparently other robots don't count as life-forms and so it's OK to waste them. The objective is to go as far as possible before getting caught.

Short Circuit is really rather good. There's the combination of adventure and arcade elements and some quite special graphics and entertaining gameplay.

Even the horrendous picture on the packaging of No 5 reading a book – which we've played around with here – almost qualifies in the it's-s-bad-it's-good stakes. Certainly a couple of tads above your standard licence deal■



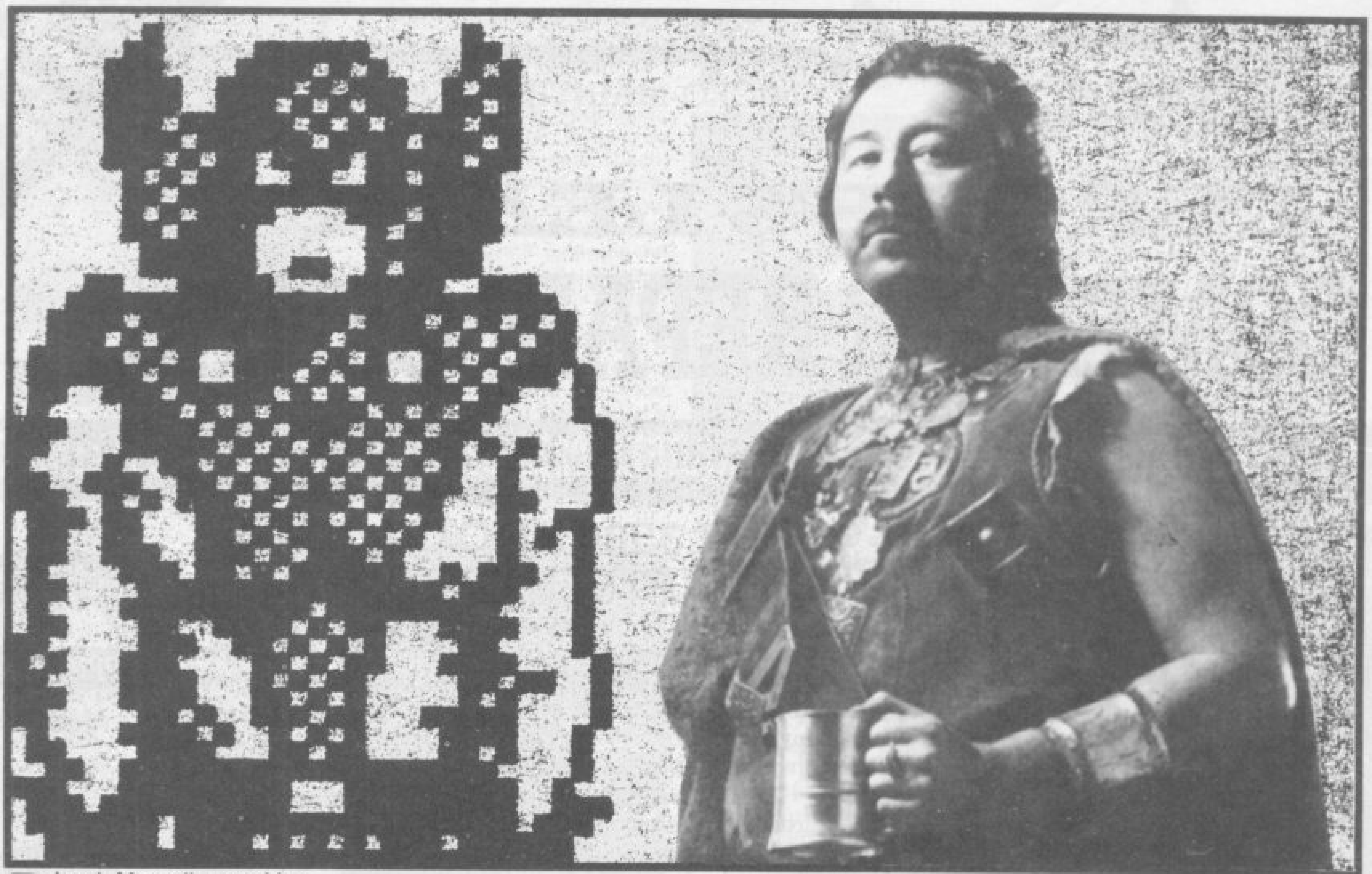
FACTS BOX

Reasonable amounts of variety coupled with a strong story and pretty graphics make this a very worthwhile purchase

SHORT CIRCUIT
Label: Ocean
Author: Paul Owens
Price: £7.95
Joystick: various
Memory: 48K/128K

Reviewer: Tim Douglas

★★★★★



GORDO'S HELPLINE

Phew! After all my whingeing and GBH of the earhole last month the postbag finally surfaced, jammed in some forgotten corner along with a few stale sandwiches and damp postperson's wellies.

Results – immediate drop in the Gordonian blood pressure index and audible sighs of relief from the Ogre's hired help, all of whom had got heartily sick of listening to the boss' constant cursing and pounding of tables.

So, with life back to normal, let's waste no more time and start with a series of tips on

Kwah!

from Paul Jones of Preston:

"Yes, another brat who's finished a game almost as soon as SU reviewed it – I'm talking about **Kwah!** I won't say that I escaped from the evil Dr Lee's mansion on the 20th night of January or similar boasting but I thought a few hints would come in handy.

To get through the gate show your identity to the camera. Make sure you record the word 'Kwah!' on the tape recorder – playing this will help you escape from the padded cell. remember too that Rik is in the other cell – he likes pills. Get the keys from the study when Dr Lee has gone and, if you want the green bottle, pour the blue flask with the yellow tube. Go up in the lift and use your recorder to obtain the password for the security door.

These should set you on your way to completing **Kwah!** – when you finally escape you'll be told Redhawk has escaped and Redhawk says 'Free at last'."

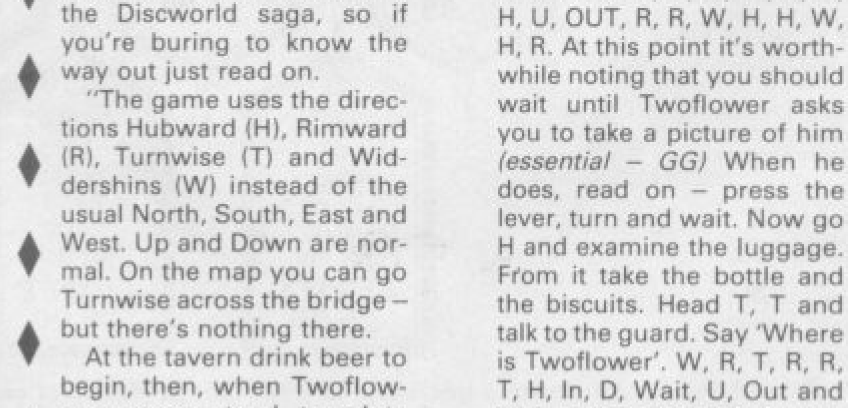
It's escape from the blazing cinders of Ankh-Morpork that makes for headscratching in Piranha's

The Colour Of Magic.

Scott Ramsay of Glasgow has completed Part One of the Discworld saga, so if you're buring to know the way out just read on.

"The game uses the directions Hubward (H), Rimward (R), Turnwise (T) and Widdershins (W) instead of the usual North, South, East and West. Up and Down are normal. On the map you can go Turnwise across the bridge – but there's nothing there.

At the tavern drink beer to begin, then, when Twoflower appears, stand, translate and accept Twoflower's offer. When the tourist wants to go to his room talk to Broadman and say 'Show him'. Now go west, take the milk. Head T, R, U, W, T, D, H, U, OUT, R, R, W, H, H, W, H, R. At this point it's worthwhile noting that you should wait until Twoflower asks you to take a picture of him *(essential – GG)* When he does, read on – press the lever, turn and wait. Now go H and examine the luggage. From it take the bottle and the biscuits. Head T, T and talk to the guard. Say 'Where is Twoflower'. W, R, T, R, R, T, H, In, D, Wait, U, Out and Wait twice. Then save your character to tape.



At certain times it may seem dangerous to wait but just follow instructions and the luggage will save you every time."

Down the road apiece from Part One an unprepared and unlucky Alistair Scott, from Edinburgh has been repeatedly rearranged by the troll, while an equally accident-prone Vince of Crawley can't kill Bel Shamharoth in his temple – though Death himself isn't having any trouble killing Vince! And, in Part Three, Michael Coady of Bootle, supported by Shaun Jowett, pleads, "How do you keep your feet in the ceiling rings in the Wyrmberg cavern and what do you believe in?"

Right, let's start with the troll. Before you can kill it you need to have built up a good level of luck. This can only be done by performing some good deeds earlier in the game, so it's important not to leave out things like giving milk to the cat and helping the needy beggar. Be careful not to be over-



GORDO'S HELPLINE

generous though – ignore the cripple Wa. He's a fake and will actually reduce your luck-rating. Having won all these brownie points you can now face the troll with more certainty and try to kill it with your sword. If you're lucky enough it will fly from your hand, hit a handy concealed stone and then ricochet on to the troll – who will be no more.

To get Bel shamharoth you need to save Hrun the Barbarian. The moment you see Hrun in the temple room, talk to Death who has to be distracted from crushing Hrun. The rock should now fall harmlessly and a crystal should show up in the fragments. 8,3 at Bel Shamharoth and press on.

To survive in the upside-down world of the dragon lair you have to hang suspended from rings stuck in the ceiling. This can only be done by wearing a pair of hooked boots, roof walking for the purpose of. In addition make sure you eat a lot beforehand to build up strength.

What do you believe in? The Wyrmberg's highly magical and imagination will go a long way – the only real way to escape is to 11,5 and a dead end won't be so dead if you 11,9. As Mike Coady points out in his letter, you can also believe in some dubious characters called Fergus, Judith, Colin and Terry – try it for a snigger.

Transformation time now, so sharpen your stakes for CRL's

Dracula

where a shivering S Johnson of Blackburn begs to know how to get to Dracula's fearsome fortress without freezing to death. Mike Coady, mentioned above, may well have been stuck in the Wyrmberg but he certainly knows where his towel is when it comes to vampires. Here's his set of tips for Part Two of Dracula and, I think, the answer to Herr Johnson's low temperature:

"Examine the lady's eyes and then close your own. Wear what she gives you and board the next coach. Lift the seat *(clearly a gentleman our Mike – GG)*. Now remove the cross, insert it and then turn it. Examine the stowage hold and you'll get to the castle safely. When you get there look around and you'll eventually find a staircase. To find the doorbell you need to examine the doorframe and feel the bat's mouth.

To shave, examine the table, take the tray and go N. Take the cloth and polish the tray.

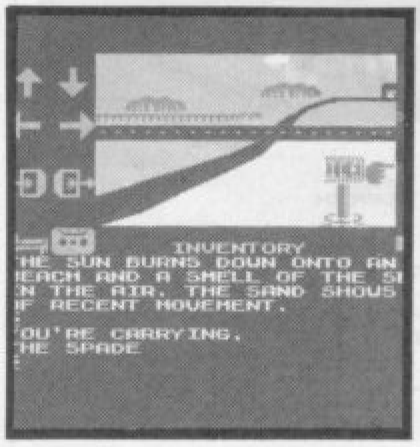


To find the staircase go N from your bedroom and open the wardrobe doors. Enter it and move the rail. Now leave the wardrobe and then move it." Fangs a bunch, Mike.

On now to

Zzzz.

Well, I've had two complete gameplays this month, so



honourable mentions, medals and the like to Gary Collins of Edinburgh and Paul and Glenn Gibney of Carrickfergus. This allows me to give Marint Webb of the 7th Signals Regiment an answer to his plea on how to get past the crocodile in the pool – stand on it (sounds pretty risky to me).

Beyond this lies the problem of catching the bus, currently besetting Peter Barnes of Wolverhampton and a number of other bemused souls. Just south of the crocodile you'll encounter a sign – get it and take it with you past the croc. Erect or raise the sign and do the same with your hand. There you go.

Nickolas Arbin of Tadley, Hants has got to this point but then "I fire the rifle and fall into a barrel of sludge. If you go into the bathroom, the door closes and you cannot open it. Put the plug in and turn the tap. This is where I need help. If you try to take off your clothes you're told to keep them on. If you enter bath, you're told to take them off. What do I do???"

The correct instructions at the bath are to remove clothes and then enter and leave the bath. I think the problem here is because you've fired the gun too soon. The only proper targets for it are the duck or the target and you can just climb into the barrel. Presumably there are some conditions in the program that you've broken. Try again without shooting the gun at that point.

Finally a desperate request from Derek Jenkins of Cardiff about

Flight From The Dark.

"Can anyone tell me anything about it? It was by Hutchinson and was based on a *Lone Wolf* book of the same name. SU reviewed it but I'm not sure when. I'd be very grateful for any information at all on it."

Yes, it was reviewed by my fat friend Richard Price, oh aeons ago, in the January '85 issue (No.34) The game featured the same kind of multiple choice as you get in the role-play books but, above the text, it had animated graphics which allowed the hero to actually engage in combat. At the start of the

THE QUICKIES

MORDONS QUEST: Jeremy Hill of Burton has managed to get past? Well, carnivorous means meat-eating and you now have one deceased and fleshy pygmy. 16,1 with the corpse. Disgusting, aren't they, these adventure games? Also, many thanks Jerry for the **Vera Cruz** solution

THE HOBBIT: I knew it, it's back, it's that damned Goblin's Dungeon one! David Mennel of Hull asks how you get out. I'll only say this once this year, so listen with care. Say to Thorin – or Gandalf if Thorin's not there – 'Open Window'. Then say to Thorin 'Carry me' followed by 'Go through window.' If he refuses try again but, if he completely ignores you, give him food as he's probably weak.

TERRORS OF TRANTOSS: "O Fat but Perfect One," crawls S Ferguson of Oxford. "How do you open the chest of Vendas Vane and how do you get down the hunchback's well?" I think he means the crystal lid rather than the chest itself, which opens easily. 15,4,10,17 should do the job nicely – take what you find. Dunno about this well though – the only one you go down is in the village and you must be Scarn to do that.

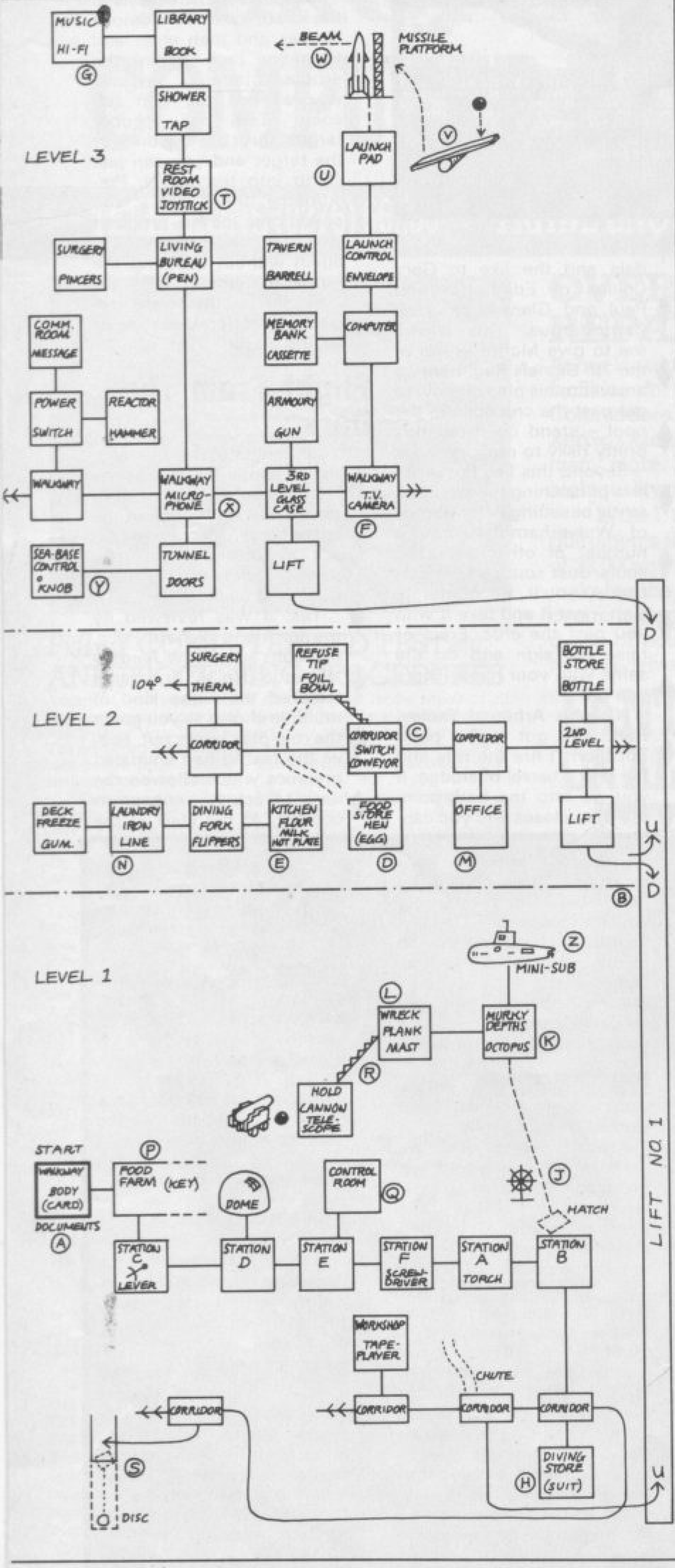
MINDSHADOW: Gary Gould, Bristol wails, "I've wasted five pounds on a password which has no meaning – tell me how to get the plane tickets to Luxembourg." The password the tramp gives you can be used at the store, with more cash, to buy the necessary tickets.

LORD OF THE RINGS: Dan Flynn of Cape Town, along with Robert Johns and a number of others have reached the Silverlode river at Lothlorien. Regrettably the taciturn elf is just too taciturn and they can either go no further or get done in by xenophobic Lothlorienese. At the river bank first drop some inessentials – this appears to be necessary. Now say 'Help' to the elf, go NE and Say Elf 'Blindfold us'. You must also say 'Stop' to Gimli when he gets aggressive. Now you should be able to cross the river.

MARIE CELESTE: A tip and a query from Chris Jones, Bridgwater. To find the door-card in the ship, go W, W, W, E, remove and drop suit, U, N, N, S, W, S, S. Take card – which can get you out of the brig if you reach through the bars. The query? How to find the dymethium crystals. Go down through the grille in the common room, into the maze of ducts. S, W, W, N, N, NW. To get the ingot 13,6 and 12,7. Take the dymethium and put it in. South from here takes you to the room below the common room.

GREMLINS: A troubled Turk, Anil Yilmaz of Istanbul asks how to drive the snowplough. I think the main aim is to stop it being driven really, otherwise it keeps mowing you down. To do this you'll need the torch and igniter, allowing you to 19,180.

SEABASE DELTA MAP

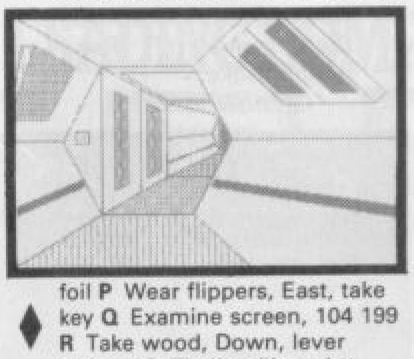


game you had to train in the use of certain weapons and use that experience against the dastardly agents of darkness. It wasn't at all bad for its time and wasn't a lot different from sone of the karate chop 'em ups we moderns are used to. It cost £8.95 then and got a resounding eight on the infamous and now defunct Gilbert Factor.

If anyone out there has got an original copy, which came with the book, drop Derek a line (at 223 Fishguard Road, Llanishen, Cardiff CF4 5PU) and see if he wants to trade.

Seabase Delta

for which I've got a map, printed hereabouts (sure is – Ed) plus some tips – all from a regular scroll-writer, J Duncan. The key letters for the clues relate to the notations on the map. Here goes: **A** Search pockets for the card **B** Chew gum, press button, stick button **C** Short switch (with fork), climb conveyor, enter chute **D** Examine cage, blow bubble **E** Make pancake (with bowl, egg, flour from the shelves, milk from the fridge), cook pancake **F** Toss pancake **G** Examine loudspeaker (with screwdriver), remove magnet **H** Attach hose (with bottle) **J** Turn wheel **K** Fire gun, fill pen, take pen **L** Pull nails (with pincers) **M** Examine auto, insert card, sign form, take card **N** Iron



foil **P** Wear flippers, East, take key **Q** Examine screen, 104 199 **R** Take wood, Down, lever cannon **S** Tie line (line plus magnet), open panel (key), drop line, pull line, take disc
T Examine video, insert disc
U Make see-saw (with hammer, nails, plank, barrel) **V** Walk plank (with ball), drop ball
W Reflect beam (with foil)
X Insert cassette (with player), south, enter doors **Y** Examine knob, pull knob, North **Z** Enter sub, pull lever!!

That's about it but if anyone out there has tips for **Aftershock** I'd be jolly grateful.

Tara til next moon■



GORDO'S HELPLINE

INFORMATION EXCHANGE

First off, heavy duty thanks to all this month's tipsters, especially Teresa Franco.

● If you need help finding Ofnir or Grimnir in **Valhalla** or would like a New Zealander as a penfriend, contact Dirty Dixon (honest, that's what it looks like) at 1 Kiwi Street, Saint Leanards, Dunedin, New Zealand.

● Marcus Beer, 76 Langley Road, Milton Regis, Sittingbourne, Kent, ME10 2EN will ease your way through **Neverending Story, Hobbit, Eureka** and **Price of Magik** if you can tell him "How the hell you complete **Questprobe**". He can't use the cannon, move Blob or get Torch down the shaft.

● Stephen Salt, 20 Shaw Close, Flamstead End, Cheshunt, Herts EN8 0HD needs any help he can get on **Luddoids.** In return he'll assist with **Hulk** and **Spiderman.**

● Jeremy Hill, already thanked for his **Vera Cruz** solution (up-coming soon), will offer help on this or **Redhawk** from his residence at 44 Westmead Road, Barton-under-Needwood, Burton-on-Trent Staffs DE13 8JR. Remember to enclose SAEs with any enquiries to these folk.

GORDO GREATBELLY (Pulse 75, BP 120/80).

GREATBELLY's THINGY

1:PLANT 2:LODESTONE 3:CRYSTAL 4:STAFF 5:DRAGON 6:GLOVES 7:FREEZER 8:THROW 9:DOOR 10:IN 11:BELIEVE 12:OPEN 13:WEAR 14:WAVE 15:INSERT 16:FEED 17:LID 18:SNOW 19:WELD

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BANZAI!

From the land of the rising Yen, yakitori (grilled chicken to you or I), Kirrin beer and Suntory whisky it came! What? The first giant computer game. Taito was the producer and *Space Invaders* was the game.

One game was enough to change the way millions of people, in all corners of the world, spent their leisure time. And the rest, as they say, is history.

Six weeks ago, in the Shinjuku district of Tokyo, the *AOU 1987* exhibition showed the world for the first time the major new coin-ops for this year, all set to astound us all with their mind-bending originality, their hugely addictive gameplay, and their ability to earn their producers an awful lot of pennies. **Tim Rolf** braved the crush.

Perhaps the most remarkable fact was that even after nine years of developments and innovations Taito is still tops. People were swarming around the stand, and having a great time, not only with coin-ops, but with the vast array of other amusement products that the company, now about thirty years old, has to offer.

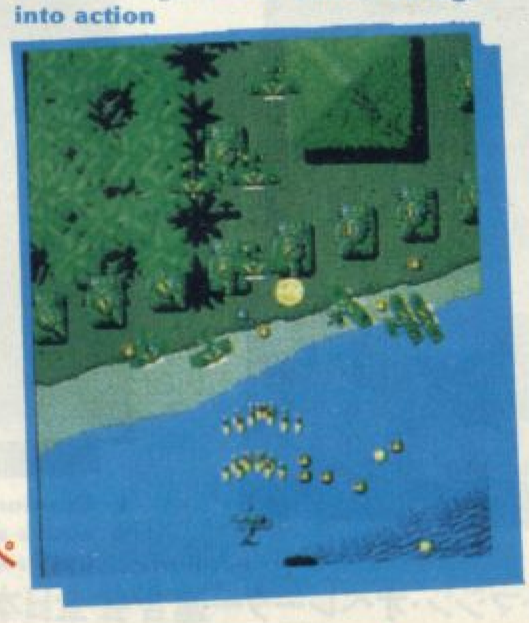
Resisting the minor temptation of a game of **Strip-Ma-Jong,** I battled through the hordes towards the best two games of the entire show, **Rastan Saga** and **Flying Shark.**

Pick up that flaming sword Conan 'cause a load of a-hacking and a-slaying awaits. **Rastan Saga** is very, VERY good. Your middle-earth warrior (I think that's what they call him) has to battle his way through a **Ghosts 'n' Goblins**-style landscape past a variety of some of the most detailed nasties that I have ever seen on a coin-op. The action is fast, but not overwhelming, and it was one of the easiest games of the show to understand within twenty seconds of playing. And the back-drops are simply breathtaking.

Having had to wait ten minutes to get a go on **Rastan Saga,** I had to wait a full fifteen to get near **Flying Shark.** It was worth it. If you don't like shoot-em-ups then read no further, but if you do then **Flying Shark** has got to be the best around. Controlling your WWII bi-plane you have to battle your way through wave after tremendous wave of fighters and bombers, strafing tanks, ships, landing craft and gun emplacements. It is difficult, but Taito has made it so awesomely playable that the difficulty is a real joy.



▲Rastan Saga, **from Taito, swings into action**





▲Flying Shark, **also Taito – above and ◄left – shows impressive graphics**

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全日本アミューズメントマシン・

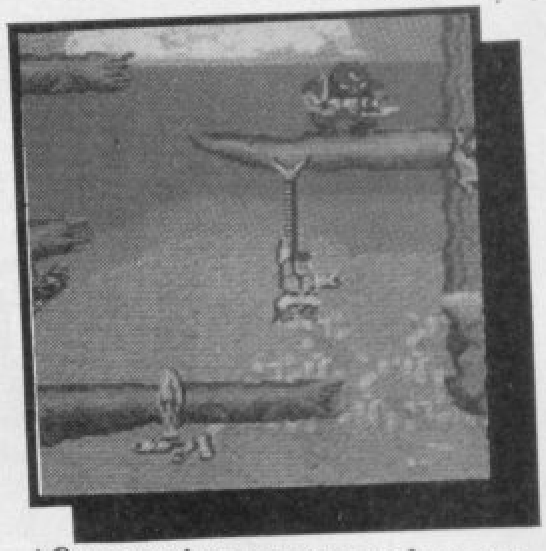
全日本アミューズメントマシン・オペレーター連合会

83▶ **D**ata East was there in force, showing not only its new release, **Karnov,** but also giving previews of two unfinished games, **Dragon Princess** and **Gondomania.**

Karnov was exciting a fair amount of interest on the stand, despite its all-too-visible **Ghosts 'n' Goblins** origins. If you imagine that crossed with a lot out of **Super Mario Brothers** then **Karnov** is what you get with more puzzles than **Rastan Saga** and a greater variety of things to pick up, discover, open, climb and so on. There is a lot to the game. The trade-off is that gameplay is fairly slow, and if you become bored with the puzzles then the game will start to get dull, dull. Give it a go, but don't expect to be astounded.

Gondomania, on the other hand, despite being only 80% finished and having the silliest name for years was great fun. Two-up shoot-em-ups are hardly new. But Data East has taken a load of interesting elements from just about every other power-up and utilised them extremely well. In fact there seem to be certain **Gauntlet** similarities to some of the weapons and nasties, the gameplay is very fast and it works well for either one or two-players well worth a look when it appears.





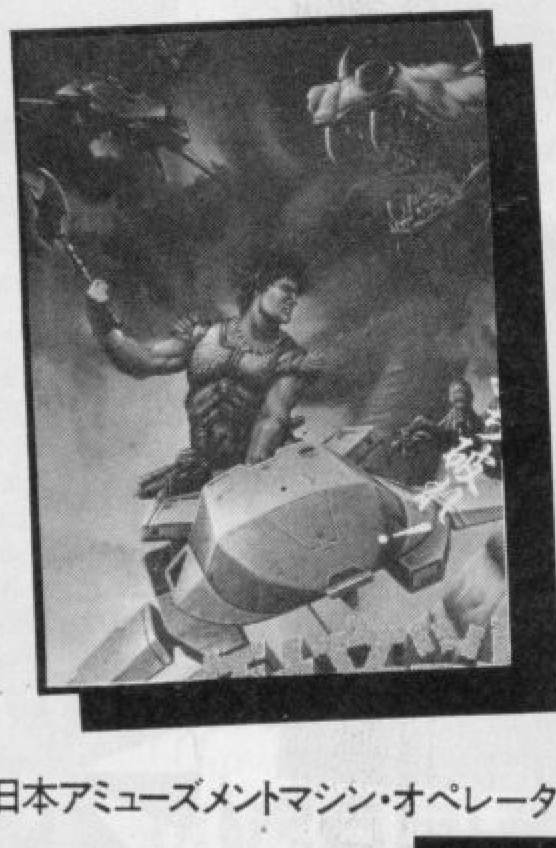
▲Capcom give you man-made super ◀arms in Bionic Commandos – above and left

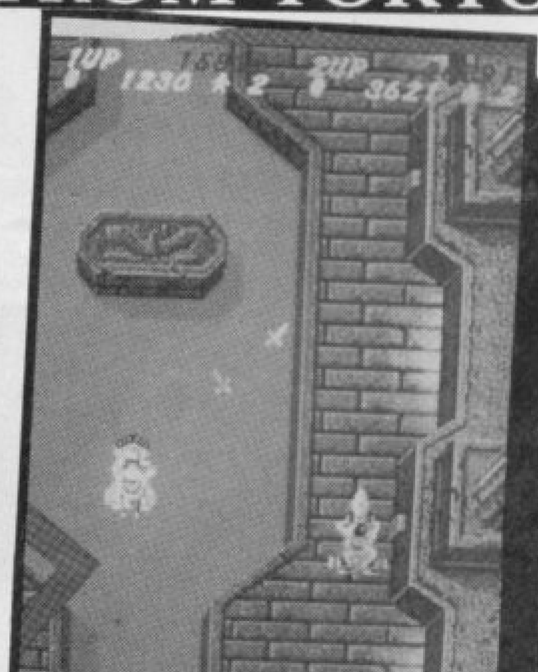
Sega and Konami didn't have a lot that was earth-shatteringly new, unless you haven't seen **WEC Le Mans,** Konami's state-of-the-art racing simulation – much written about elsewhere.

Capcom had a good looking game in **Bionic Commandos** where, with your shotgun and your bionic arm, you swing and blast your way through wave after wave of psychotic meanies, to save the world from an evil spirit. Leave out the naffer-than-usual scenario and you've for fun game that's bound for a fair amount of success.

At the SNK stand, past producers of such heights as **Ikari Warriors** and such depths as **Bermuda Triangle,** there was a game called **Psycho Soldier.** Despite the fact that it is NOTHING original (**Side Arms** springs to mind), and despite being almost unbearably cute (a Japanese Teen-Star sings along as you play), it's fun to play and that's what matters■

LIVE FROM TOKYO





▲ Gondomania, from Data East – ◀ above and left – as yet unfinished, but looking good

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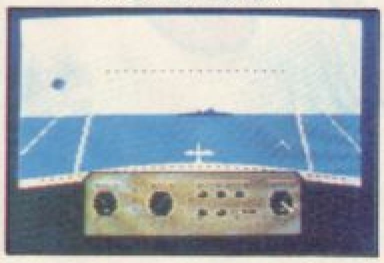
Battle for Midway, Battle of Britain, Theatre Europe, Falklands '82, Iwo Jima, AND NOW -

Bismarck

MAIN MAP



COCKPIT VIEW

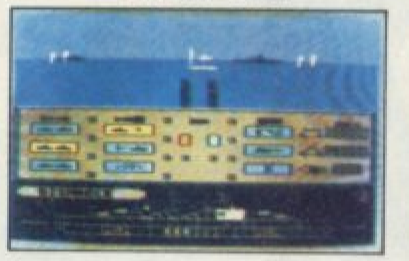


On the evening of 24th May 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped with their lives. BISMARCK had claimed her first kill.....

AIR RECON MAP



BRIDGE VIEW





"In your local shop 10th April"

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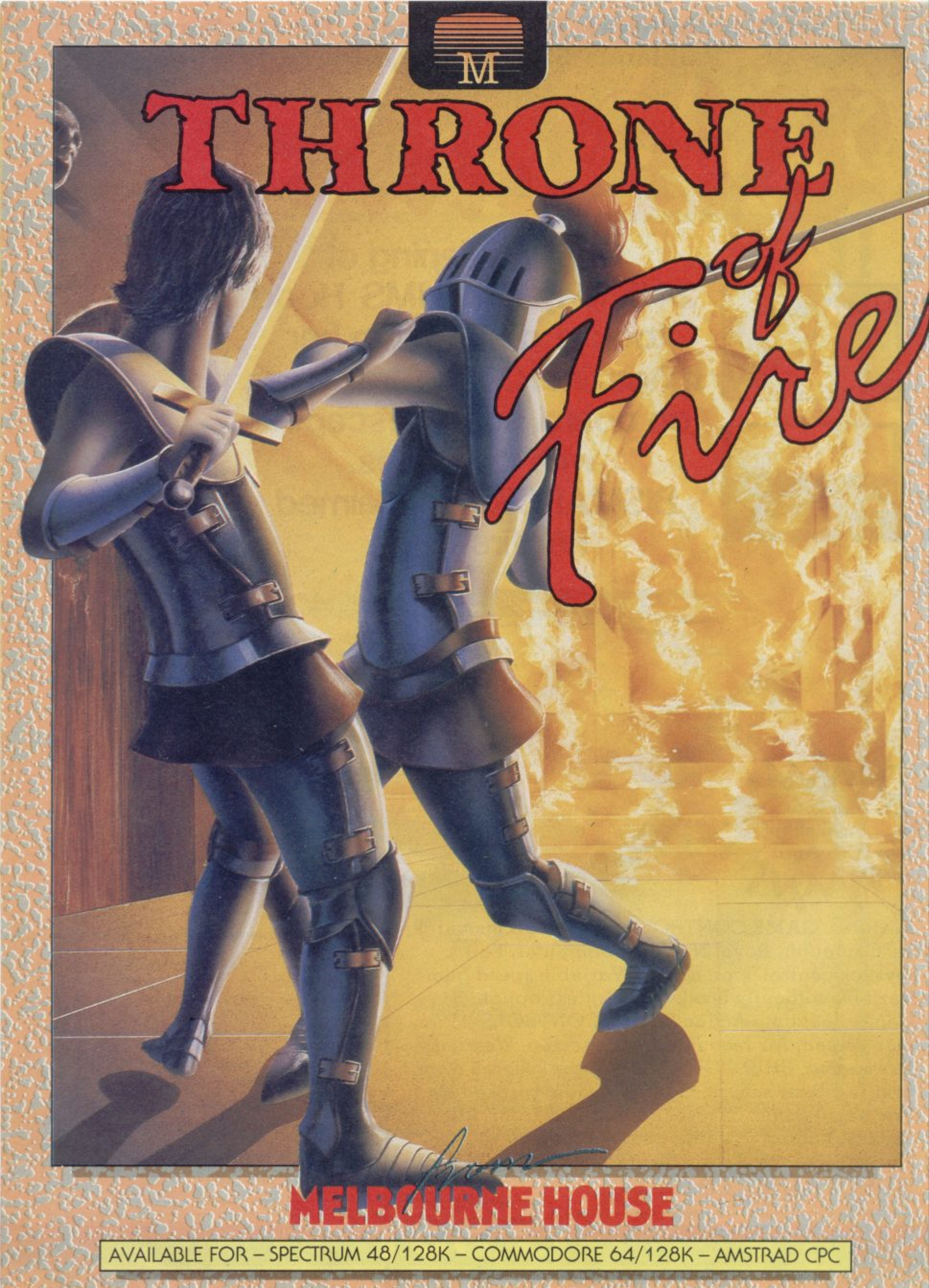
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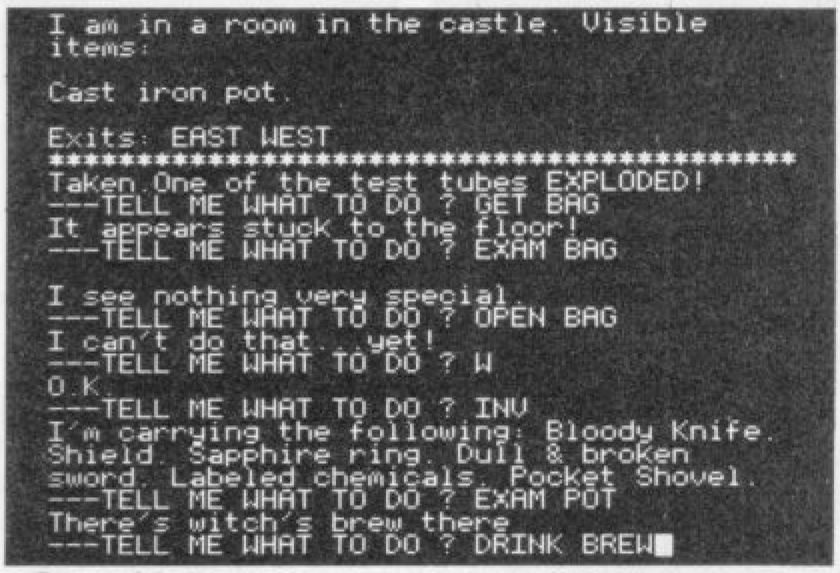
PSS 452 STONEY STANTON ROAD COVENTRY CV6 5DG

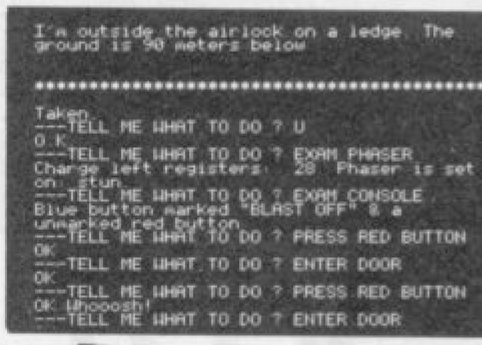


THRONE of Fire
from
MELBOURNE HOUSE
AVAILABLE FOR – SPECTRUM 48/128K – COMMODORE 64/128K – AMSTRAD CPC



SCOTT ADAMS' SCOOPS





Scott Adams was a legend in his own Californian jackuzi. He was one of the first programmers in the '70s to transport text-only adventures from massive, powerful, mainframe computers on to paltry 16K micros such as the Commodore Vic-20.

I say was because, although many followers began to regard him as a demi-god and follow in his footsteps, he never progressed very far from his simple text style and verb/noun player input.

Now US Gold has packaged up four of his adventures on one tape, **Scott Adams Scoops**.

Three of the games on the compilation – **Pirate Adventure, Voodoo Castle** and **Strange Oddyssey** – originally appeared on the early Commodore machine, the fourth, **Buckaroo Banzai**, is a recent film tie-in.

Pirate Adventure was the first adventure he wrote. You kick off in your classy London pad where you collect everything you'll need to survive on Treasure Island. But where is the island and how do you get to it?

Voodoo Castle, the next in line, is a spooky little number set in a Transylvanian penthouse where Drac's cousin's had a curse put on him by his enemies. He's trapped in his coffin and you have to crawl around the castle, again using verb/noun input. The game's described as moderately difficult which means that you spend hours tramping around the first five locations.

In **Strange Odyssey** Adams turns his attention to the mysteries of space. Your ship's crash-landed on a strange planetoid. It's easily the weakest of the compilation. Remember to put on your space suit before you press the red button to leave the spaceship . . .yawn.

And finally, there's **Buckaroo Banzai,** a moderately difficult game taken from a very bad movie. It's set in a futuristic city with laser beams and ultra-weird pop groups. Adams seems to have jettisoned a great deal of film plot and gone for his usual mixture of problems.

What's the verdict? There's no question that adventure game programming has moved on, leaving Scott behind.

For all that, we're talking real history of adventure gaming here, and **Scott Adams Scoops** is a great value package.

None of the text-only programs, though, match the style and technical panache of the Delta 4s or Magnetic Scrolls of this sophisticated software world■

FACTS BOX

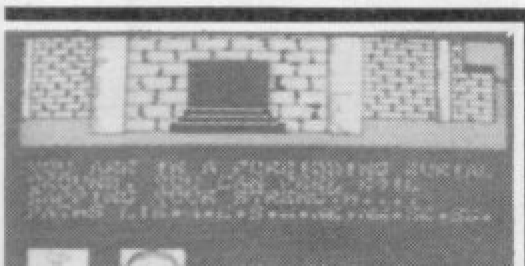
Simple text-only adventures from the pen of a master. It's a slice of history in a good value-for-money collection

SCOTT ADAMS SCOOPS
Label: US Gold
Price: £9.95
Memory: 48K/128K

Reviewer: Gary Rook

★★★☆☆

THE KINGDOM OF KRELL



The Kingdom of Krell **is one of the very first programs to be written only for the 128K machines. No 48K game with added twiddles this. It's all new in 128K only. It looks great on the box. It looks pretty good on screen. It seems pretty comprehensive from the instructions. But my God, is it tedious.**

I haven't waited quite so long for a program to process an instruction since the days of programs in Basic put out by companies called Wombat Soft.

Move North you say, by selecting the arrow option and pressing *Return*. You wait, have a cup of tea and a biscuit, visit Benidorm and still be able to watch Minder on the telly before the computer up-dates the screen information.

The Kingdom of Krell **attempts to create a gigantic adventure which is totally controlled by icons. It attempts to incorporate all the ultra-slick features mandatory in any text adventure worth £10 or more like characters you can talk to and battle sections based on *Dungeons & Dragons*-style points systems. The problem is that in creating an icon system to incorporate all such features the programmers have ended up with something pretty unwieldly and, more important, inflexible.**

There are spells to be found, objects to be collected, weapons to be selected and battles to be begun, often with people who've done no more than wish you a good day. Still times are tough.

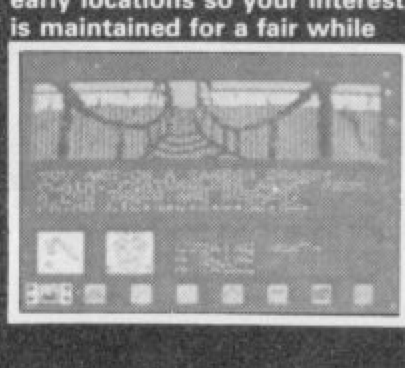
The plot is pretty open-ended. You are eighteen and, according to the blurb 'stand on the edge of the wilderness surrounded by the elders, friends and family. Beyond stretches a bleak, mystical forbidden landscape. Everyone is enjoying themselves.'

Why is everyone having such a good time, what with the mystical forbidden landscape right on their doorstep and all?

Is it anywhere near Basildon? Anyway off you go into the landscape. . . like the standard adventure hero.

There are some plus points to the game I should stress. The graphics are pretty good, both the scene locations and the icon-based information. The location descriptions are reasonable, if not great and being 128K only there are a lot of locations.

Quite a lot happens in the early locations so your interest is maintained for a fair while before the time the computer takes to process your instructions becomes just too much.



There are also some fundamentally good ideas in this game but somehow it just doesn't quite hang together.

Myriad brownie points for Anco for trying to put out a 128K-only program that isn't just a 48K program with slight twiddles, but The Kingdom of Krell **doesn't quite make it■**

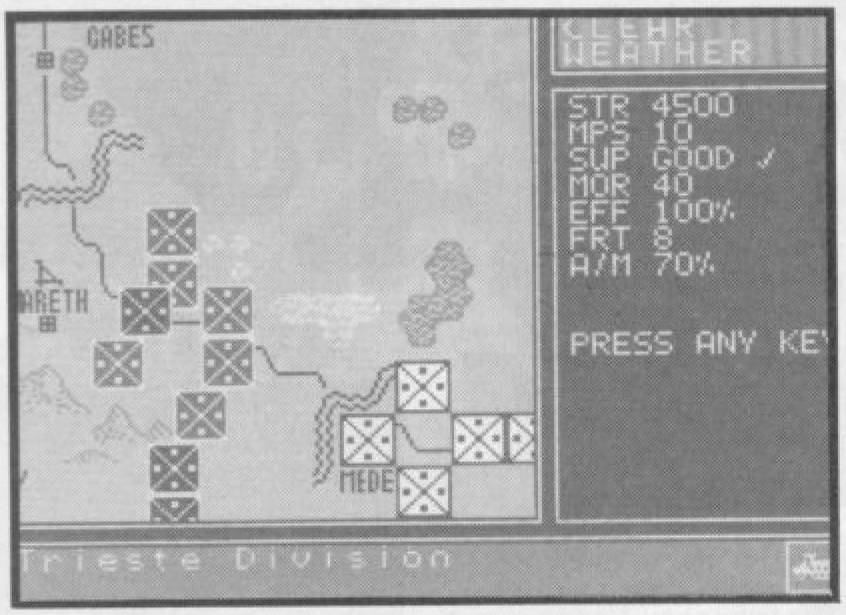
FACTS BOX

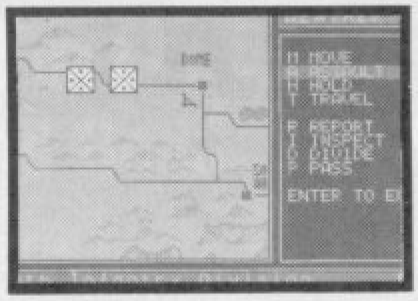
Ambitious attempt to create an enormous icon-driven adventure in 128K flounders being slow and cumbersome

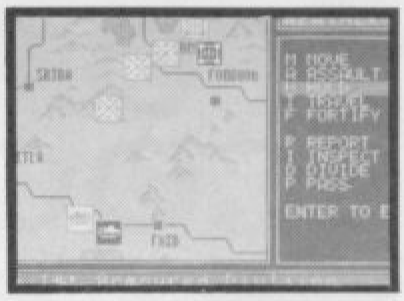
THE KINGDOM OF KRELL
Label: Anco
Author: S Screech
Price: £9.95
Memory: 128K only

Reviewer: Graham Taylor

★★★☆☆







VULCAN

Vulcan – The Tunisian Campaign is the latest wargame from CCS.

Like two previous CCS releases, **Arnhem** and **Desert Rats**, it's been programmed by R T Smith.

I don't know whether R T Smith is a him, a her or an it, but **Vulcan** is another winner. An excellent wargame offering substantial challenge for the strategy gamer.

The setting is North Africa during the Second World War. The allies have recently conducted Operation Torch and have landed units along the coast. Now the joint American, British and Free French forces are driving on Tunis. Meanwhile, to the east, the remnants of Rommel's Afrika Korps are fighting a rearguard action agains Montgomery and his Eigth Army.

The screen is divided into three parts. Most of it is taken up with the map window, which shows a small part of the total map, about 15 units square. To the left of the map is a menu window, where the various options the player can choose from are displayed.

If you are playing one-player, then the computer will take either the Allies or the Axis forces, whichever you want. The scenarios are: The race for Tunis; Kasserine; Eighth Army; Operation Vulcan; and The Tunisian Campaign.

Giving units orders is remarkably simple. One of your units flashes: the menu lists the orders you can give to that unit. These include things like *Move, Assault, Hold,* or *Move by road.* You pick the one you want, then move the cursor to where you want the unit to go. Once you've finished ordering that unit, you progress to the next.

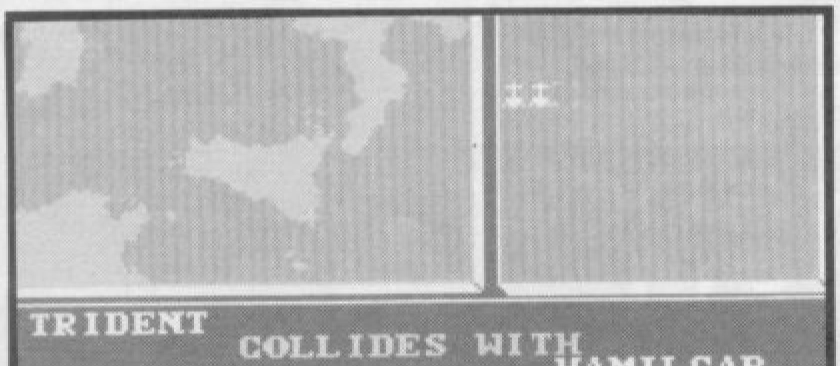
The beauty of the system is that everything is done by simultaneous movement, of both sides – you and either the second player or the computer. The result is your plans can very easily be upset by the enemy's actions you don't know.

Various types of unit are available to each side, including armour, infantry, paratroops, motorised infantry and headquarters units. The latter are vitally important, as they distribute supplies.

There are also aircraft, which can be used either to support ground attacks or to fly reconaissance missions. The latter are necessary because, to complicate matters still further, there is an option to have hidden movement. This is absolutely murderous, as you haven't the faintest idea where the enemy are. I tried it, and kept losing units to Allied armoured divisions which popped up all over the place. Finally I discovered how to fly recce missions with my aircraft and discovered that most of the Allied army was about five miles outside Tunis, so I surrendered gracefully.

This is also one of the first programs to make me wish I had a 128K+2. With the 128K

LEGIONS OF DEATH



FACTS BOX

Great stuff for the strategy gamer. Complex – first ships then hand-to-hand fighting. Tough and addictive

LEGIONS OF DEATH
Label: Argus
Programmer: Lothlorien
Price: £9.95
Memory: 48K/128K

Reviewer: Gary Rook

★★★★★

Argus has been a bit naughty with this game. It's called **Legions of Death** – and what a great title that is, all blood and marching feet – yet there isn't a single legion to be found in it.

In fact, there aren't any soldiers as such at all. So how can you have a wargame without soldiers? Simple: you make it a naval wargame. And that's what this is.

What we have here is a two-player strategy game, which gives you the option of having one side controlled by the computer. The playing area is the Tyrrenian Sea, which for the uninitiated and the non-*Diplomacy* players means that bit of the Mediterranean which lives between Italy and Tunisia.

One player is the Romans, the other the Carthaginians. Capture a certain number of enemy cities, destroy a certain number of enemy ships, or collect a certain amount of gold in your capital city. I'm not certain whether you have to do one of these or all three – the instructions given with the game don't actually make it very clear. Anyway, whichever, you get to set the victory conditions yourself, so you can make it just as hard or easy as you like.

You get 1,000 gold pieces to spend on ships. You can choose between five types: bireme, trireme, quinquereme, quadreme and ct heptares. Ct stands for cataphract and apparently means it's armoured.

Choices are made by using an icon-driven menu. You have the option of designing a ship or – to cut it short – you can copy an existing design. If you choose to design one afresh, you get a menu-driven checklist covering all the different things you can spend your hard-earned sertertil (that's Roman dosh) on.

As ever it's a trade-off. The bigger the ship the more fighting men and gold it can carry. But it also costs more and is slower. Then you fill your



ships with armies and archers; these are important because combat at sea in Roman times wasn't like today, where you shoot at each other from miles away. Galleys would ram each other, grapple together, and the troops on board would fight just as if they were on dry land. You can also buy extra equipment for your ships, things which will make them go faster (Roman equivalent of go-faster stripes), or will give you the edge in combat. Another thing you should consider very carefully is what sort of crews you should give your ships. Can you get away with cheap slave crews, or should you splash out on seasoned seamen who will sail and manoeuvre better?

So much for the set-up phase. Now you have to decide where to put them.

Switch from the right-hand third of the screen, where all the menus appear, to the maps. There are two, one strategic and one tactical. Who said this isn't complicated? The strategic map

FACTS BOX

Brilliant. Smith's best yet. It has to be a classic for any wargamer and the 128K version is even better

VULCAN
Label: CCS
Author: R T Smith
Price: £9.95
Memory: 48K/128K (enhanced)

Reviewer: Gary Rook

★★★★★

SINCLAIR USER CLASSIC

version of the game, you get a number of added features, including a debriefing option, which is like a sort of post match post mortem, listing the units on each side and what happened. The best bits, though, are the Historical 'what ifs' menu, which allows you to alter the game to reflect what might have happened had various events taken place. What if Malta had fallen to the Axis, for example – or what if the Deutsches Afrika Korps had been totally destroyed by the Eighth Army?■

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shows you the whole playing area, while the tactical one only shows you the small area immediately surrounding your cursor. Move over a coastline on the strategic map. Ships appear on the former as little (one pixel) dots, while on the latter you get a little graphic representation, about two characters long by one wide.

Once you've placed ships, you have to start being cunning and working out where to move them to. Be very careful, as movement is a hell of a lot more difficult than it looks, and it's very easy to crash into your own vessels. That's not the idea – the idea is to crash into the enemy's ships. Then your marine and archers battle it out.

You can also win by capturing enemy towns – by having your ships there and none of theirs – or by getting a certain amount of gold back to your capital. Each of your towns will produce gold, and you have to use your ships to carry it home.

If all this sounds confusing, just try playing it . . . But don't worry though – you soon get the hang of it.

Legions of Death is actually a pretty excellent game, even if it's not what I expected from the title.

A great little strategy game that should keep the dedicated gamer busy for quite some time■

ZULU WARS

STRATEGY SIMULATION REVIEW

Stiffen those upper lips and cover those table legs* because here we have a simulation that goes back to the glorious days of the Great British Empire – **Zulu Wars** from CCS.

As British commander General Chelmsford, you have to hold the lines aginst the massed hordes of uncivilised natives in an attempt to raise the imperial flag over this particular piece of Southern Africa.

So with the order 'joysticks fixed lovely boys', away you go. And with natives to the North, South and East, things start out looking a bit grim.

Your army is split up into regiments of footsoldiers, mounted infantry and cavalry (all dressed in brilliant red) which you manouevre via joystick or keyboard around a scrolling map, which shows one twelfth of the playing area.

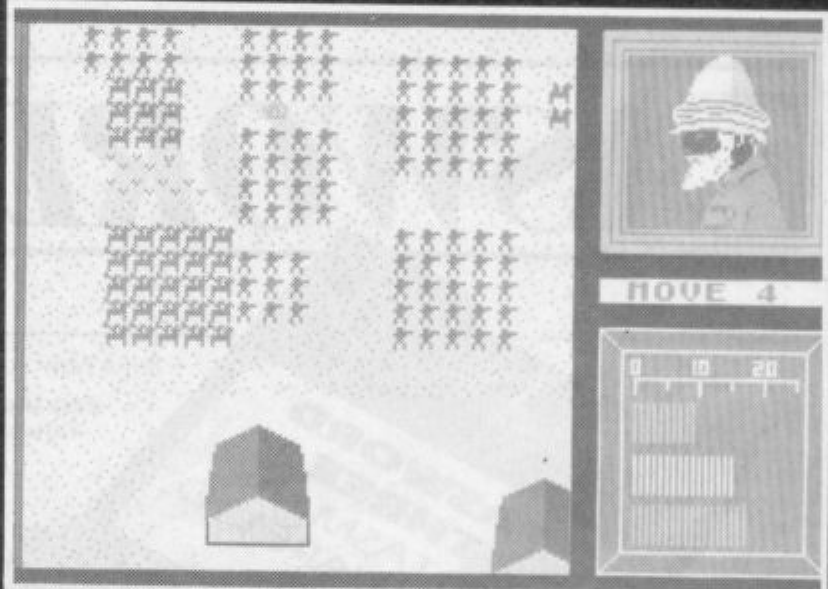
The Zulus are controlled by the computer (making this a one-player only game). They aren't into complex strategy – and instead seem to make a bee-line for wherever your commander seems to be positioned. Rather they have ferocity and weight of numbers on their side . . . yes, there are lots of them.

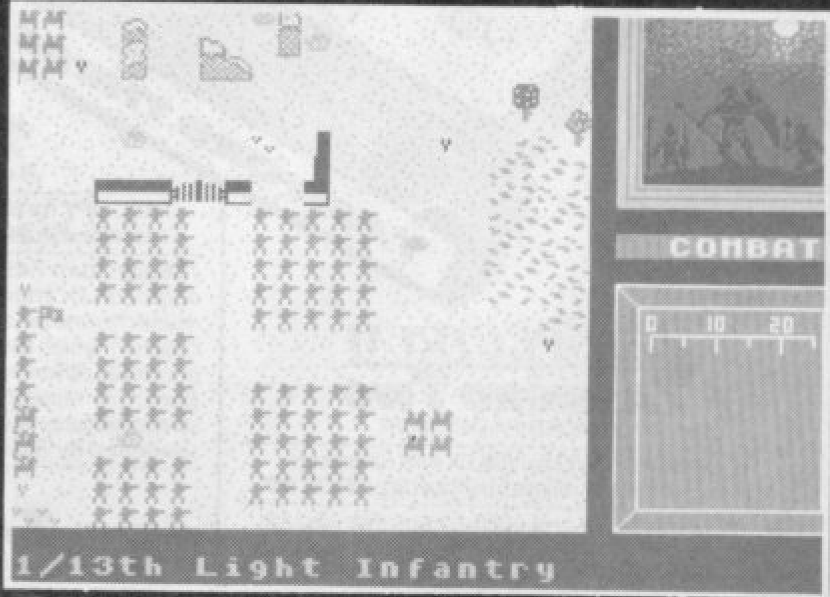
There are three levels of difficulty, each with more assagi-wielding dervishes than the last, the final level making things look really desperate.

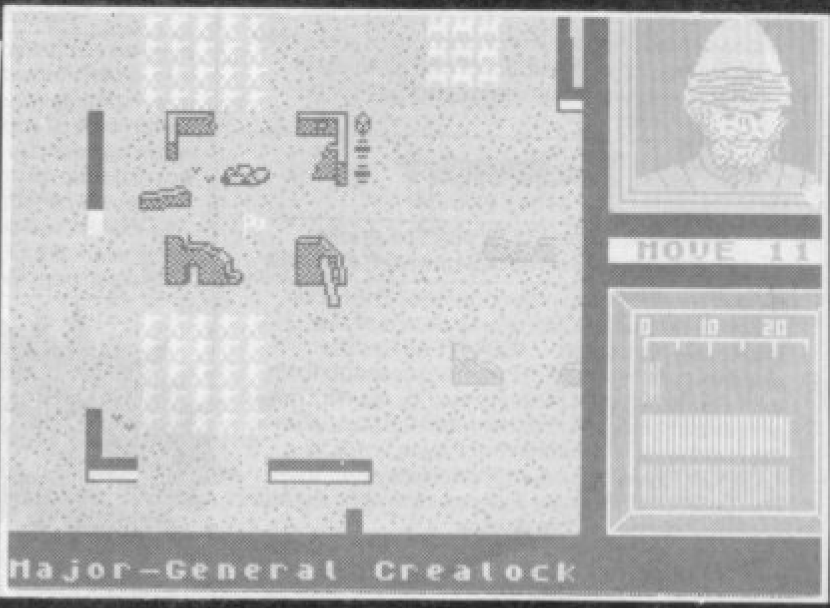
Combat is by shooting (which the Zulus can't do) or close combat, at which they turn out to be much better. So pretty quickly you develop a strategy consisting of attempting to keep the massed hordes at rifle range without resorting to fisticuffs.

Hardened veterans might find the system and the graphics a little too simplistic but it's not bad for beginners though. Or for warped personalities that want to recreate rush-hour Victoria Line experiences■

*Victorians reckoned table legs – just like ladies' legs – should be kept covered at all times. Those were wierd times . . .







FACTS BOX

Simple back in the African bush – competently done rather than inspiring. Recommended for Right Wing Loonies!

ZULU WARS
Label: CCS
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Jack Daniel

★★★☆☆

TASWORD 128

TASWORD THREE

TASWORD PLUS TWO



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TASWORD TWO for the ZX 48K Spectrum cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"
HOME COMPUTING WEEKLY APRIL 1984
"If you have been looking for a word processor, then look no further" *CRASH JUNE 1984*
With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT
THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASCOPY
THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1 cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TAS-DIARY
THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

TASMAN PRINTER
INTERFACE

TASPRINT PRINTER INTERFACE for the ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

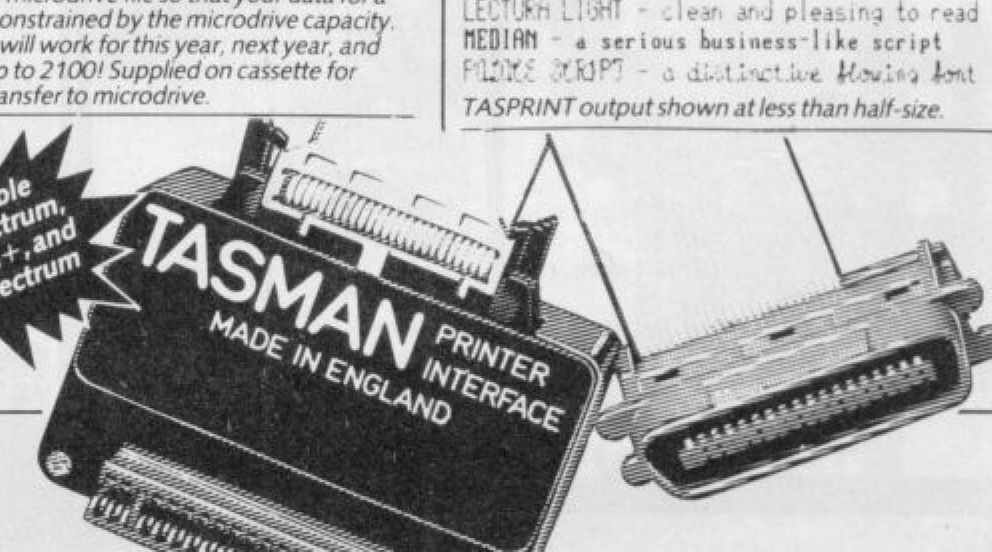
The TASCOPIES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

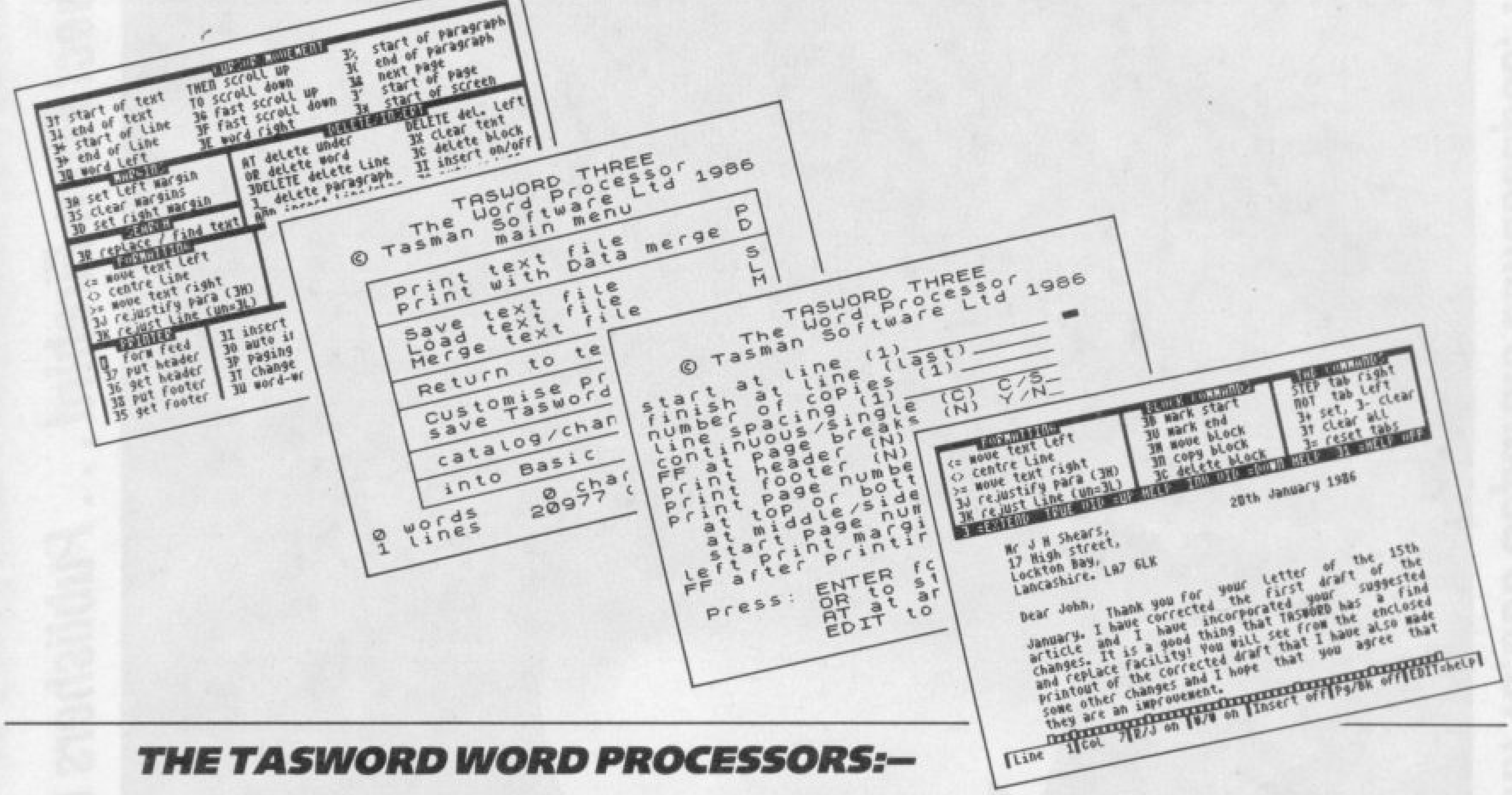
		BROTHER M1009
AMSTRAD DMP 2000	NEC PC 8023B-N	BROTHER HR5
EPSON FX-80	MANNESMANN TALLY MT-80	SHINWA CP-80
EPSON RX-80	STAR DMP 501/515/5610	DATAC PANTHER
EPSON MX-80 TYPE III	COSMOS-80	DATAC PANTHER II

COMPACTA - bold and heavy, good for emphasis
DATA-RUN - A FUTURISTIC SCRIPT
LECTURA LIGHT - clean and pleasing to read
MEDIAN - a serious business-like script
PALACE SCRIPT - a distinctive flowing font

TASPRINT output shown at less than half-size.

Compatible with Spectrum, Spectrum+, and 128K Spectrum





THE TASWORD WORD PROCESSORS:–

TASWORD THREE – *for the ZX 48K Spectrum – Microdrive £16.50*

TASWORD 128 – *for the ZX Spectrum 128 – Cassette £13.90*

TASWORD PLUS TWO – *for the ZX Spectrum + 2 – Cassette £13.90*

TASWIDE

THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum cassette £5.50

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASWORD THREE

FOR OPUS DISCOVERY

A special version of TASWORD THREE for the Opus Discovery disc drive. Disc £19.50

ZX SPECTRUM 128

TASWORD 128

THE WORD PROCESSOR

TASWORD 128 for the ZX Spectrum 128 cassette £13.90

TASWORD 128 has been especially developed to use the additional memory of the 128K Spectrum. This gives text files that are over 60K long – this is about ten thousand words! TASWORD 128 has all the features of TASWORD THREE (mail merge only when transferred to microdrive). TASWORD 128 is supplied on, and will run on, cassette. TASWORD 128 is also readily transferred to microdrive by following instructions supplied with the program.

SINCLAIR QL

QL is a trademark of Sinclair Research Ltd

TASCOPY QL

THE SCREEN COPIER

TASCOPY QL for the Sinclair QL microdrive cartridge £12.90

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL

THE STYLE WRITER

TASPRINT QL for the Sinclair QL microdrive cartridge £19.95

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

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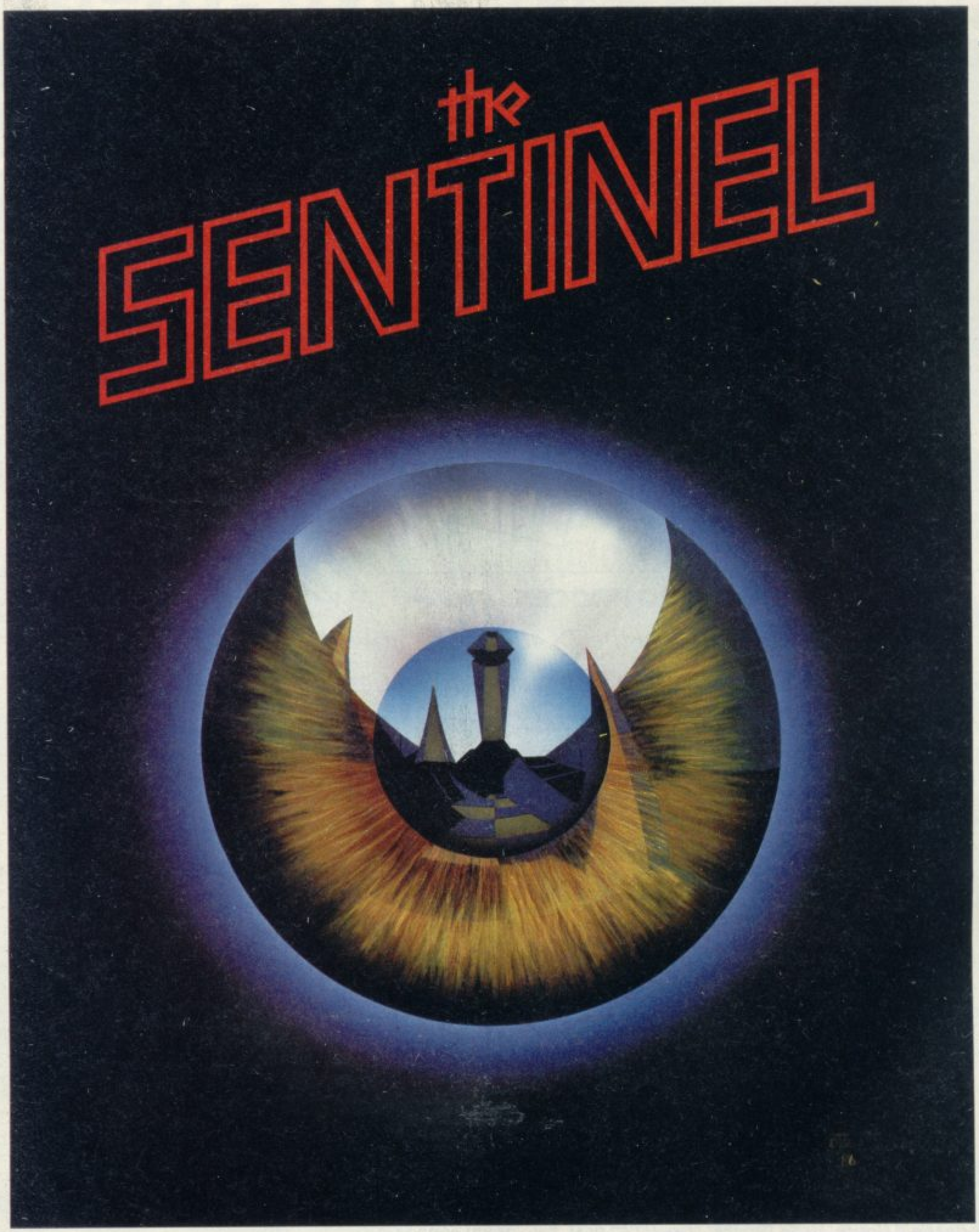
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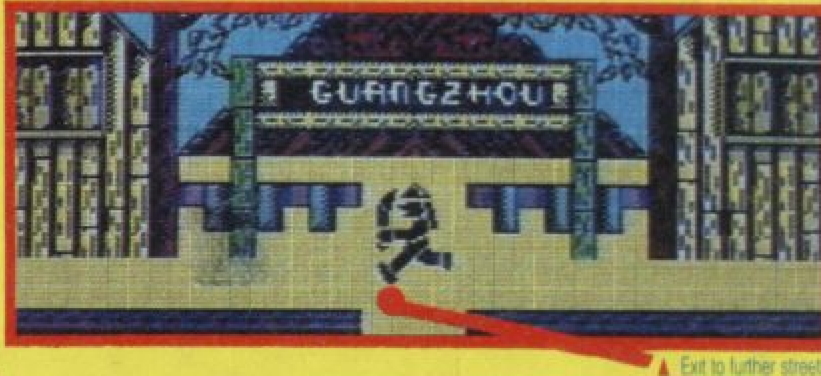
BBC
COMMODORE 64

SPECTRUM
AMSTRAD CPC

FIREBIRD

FIREBIRD SOFTWARE
FIRST FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS

128K MEGA PREVIEW



Exit to further streets

TAI PAN

Tai Pan is the first all-new 128K program Ocean has yet produced. Perhaps that doesn't excite you much. Maybe it ought to.

Let's face it. So far, with the possible exception of the odd funky soundtrack there has been very little advantage in having a 128K Spectrum over a 48K machine. The software houses have more or less decided that, for the moment anyway, there is no point in going to expensive and time consuming efforts with 128K games. Where a game does have a 128K version it'll just be the 48K original, plus some three channel sound (maybe), a few extra undistinguished rooms (perhaps) and a single load instead of a two parter (where the game is long enough in the first place.)

Ocean says Tai Pan **isn't like that.**

Tai Pan **will (fingers crossed) be the first 128K program that was actually written to exploit the real potential of 128K (the original will be cut down for the 48K edition).**

SU took a sneak preview of the game at Ocean's Manchester HQ – it is due for release at Easter and was perhaps two-thirds finished.

Tai Pan **is based on a book by James Clavel – who wrote *Shogun* – but don't let that worry you, it isn't really what you'd call a sure-fire solid gold licensing deal. The book's about piracy and trading on the high China seas. So is the game.**

What sort of game? Tai Pan **is based around strategy – make as much money as possible by dealing in exotic (and sometimes illegal) goods, transporting them across seas chock-full not only of howling winds but pirates as well.**

However, strategy games can often be a bit dull and Ocean wants you to have fun so Tai Pan **also features extensive arcade sequences – this is where the first sense that this game is, well, considerably bigger than the average, comes in.**

The arcade sections are not just token. One section where you board an enemy vessel is essentially like a level of Gauntlet **(it even looks and plays like a sea-orientated version of** Gauntlet**). You enter the ship hacking and blasting your way past dozens of swarthy pirates (although in the version we saw it looked like they were wearing either afro-haircuts or fish bowls on their heads – no matter) to get to the ship's captain.**

In the land-based section of the game it works a little like a Wally **game, albeit with more 'serious' looking graphics (and not too much colour-clash). On land you must buy and sell goods, press-gang crews and select your boat for trading. This is all done arcade-style over a suitably exotic background of quayside and shops. Still worried about it being a strategy game? Don't.**

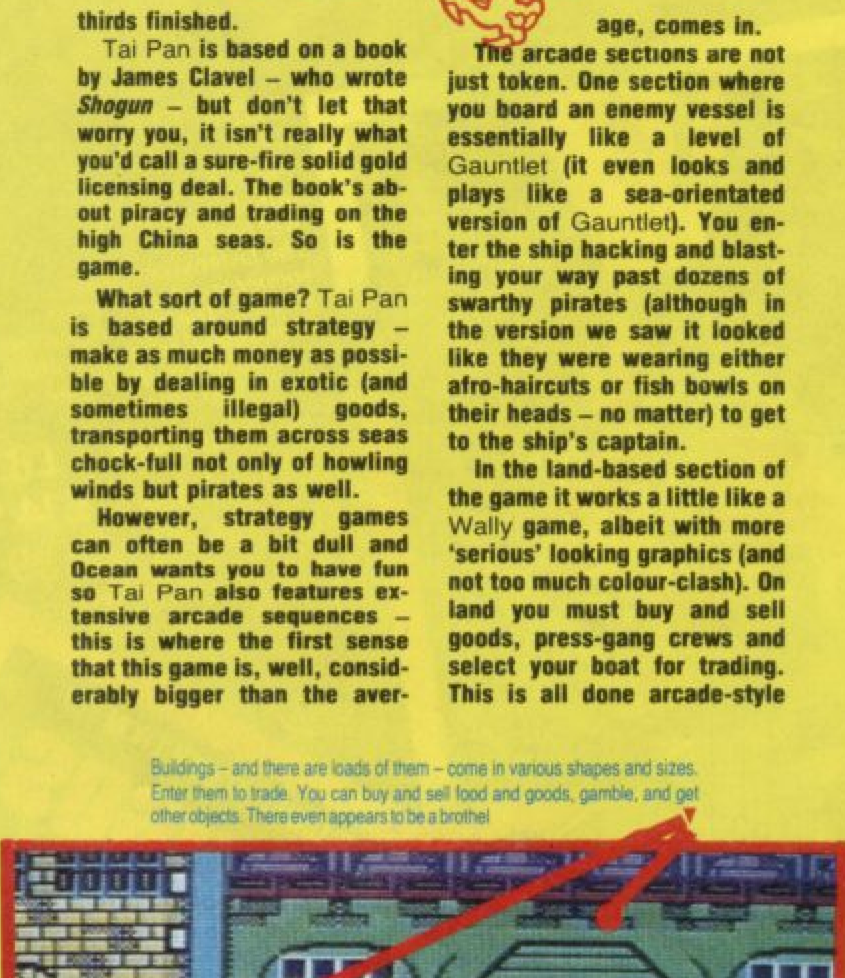
Here's something to reassure you – press-ganging is achieved by bashing drunks over the head in authentic Rambo**-esque arcade action.**

You decide what goods to buy, how much food to buy (a starving crew is not a happy crew, it says in the ship captain's manual) and maybe decide to do a bit of gambling. You may be approached by smugglers – do you risk a little dodgy dealing?

At sea – yet another section to the game you choose your route and steer, with the occasional typhoon, enemy ship, and constant decisions about speed and direction making it all pretty difficult. And of course you can decide to become a baddie and blast other ships into submission. But you wouldn't want to do that would you?

The game is looking good graphically and Ocean is promising a nifty oriental soundtrack of great variety running through most of the game. It was too early to come to definite conclusions about gameplay but we're optimistic and will keep you posted■

Buildings – and there are loads of them – come in various shapes and sizes. Enter them to trade. You can buy and sell food and goods, gamble, and get other objects. There even appears to be a brothel



Assorted passers-by. If they look healthy ignore. But if they look at all wobbly you can press-gang them for your crew with a spot of creative coshing

You – the sword, and sometimes gun-weilding, hero of **Tai Pan.** In port and on the look-out for new recruits for your crew

Buy, Sell, Pick up, and Tape Save and Load icons. These are the basic functions available when in port

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KORONIS RIFT

ARCADE REVIEW

KORONIS RIFT

On the C64, **Koronis Rift** was arguably the best of Activision's fractual-graphics based games.

It mixed the fractal landscape generating technology with a fair bit of alien busting and some strategy elements based on the looting of other vessels for their best technology.

It has to be said that visually, Spectrum **Koronis Rift** looks at least as good as **Eidolon.** The programmers have even managed to produce the dirty brown colour so beloved of C64 games.

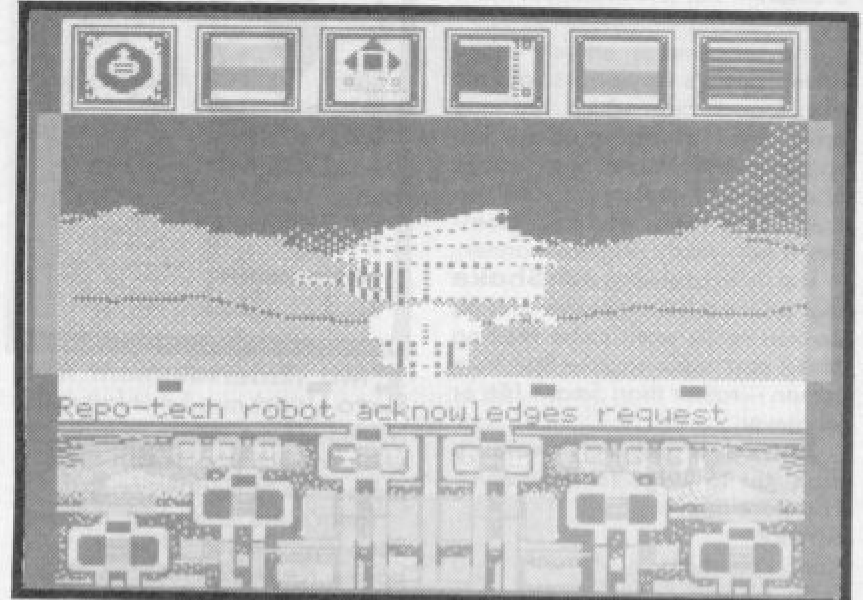
What you see is your scoutcraft, a sort of planet skimmer, skimming down one of the craggy rifts in the surface of Koronis – it's an impressive effect achieved as much by contrasting shadings as fractals.

Every so often you'll encounter a 'thing'. There are essentially two types of objects you'll come across within each rift.

First there's an assortment of alien space craft which litter the surface. Get within range of one and the 'loot' option appears at the bottom of your cockpit window. This sends out a little droid (you can see it bouncing its way to the alien craft) which grabs whatever technological goodies are to be found and returns them to your scoutship.

Then there are the alien attackers – which have to be avoided or destroyed.

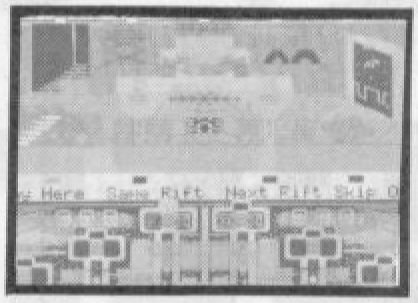
Basically scavenging will yield one of the following sorts of objects: defensive shields, lasers, power generators, power reserve and so on. It comes down to various devices



to make you kill more, last longer and go further.

The ultimate objective is to survive long enough to destroy the alien base in Rift 20. This is going to require a considerable amount of looting but certainly not necessarily the looting of every wreck you come across.

The weapon select system is subtle, not so simple as going for ever more effective firepower. Like **Eidolon** it is a matter of fighting like with like – in this case it is the colour of the



laser that determines how effective it will be against a given alien. Basically laser fire is most effective at killing objects of the opposite colour to the laser. With shields it's the opposite – the most similar coloured shield defends best against a similar coloured laser beam. Get that? It took me a while.

Add to that stuff the fact that there are more and less efficient lasers that can fire more or less continuously – some you need to recharge – and you'll see why you spend a lot of time scratching your head and dieing to begin with.

The game looks good and I found the balance between arcade zapping, strategy and fractal landscaping pretty compulsive. Working out the controls on the other hand – an uneasy mixture of keyboard controls for steering and joystick controls for firing plus an assortment of other keypresses for storing hardware – is pretty tiresome. It could have all been done on joystick with hardly any effort. If you liked **Eidolon** you'll have fun with this■

FACTS BOX

More fractals fun. An effective balance between arcade and strategy that's been excellently programmed

KORONIS RIFT
Label: Activision
Author: Lucasfilms
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer:

★★★★☆

KNUCKLE BUSTERS

Deke is a 21st century man. Deke is worried. Deke is in jail. Deke is also just about to have a lobotomy. Most of all, he's starring in this game called **Knuckle Busters.**

By the looks of all the packaging and posters, you'd think Melbourne House would like you to think that **Knuckle Busters** was something to do with *Rollerball*. It isn't. But there again, it isn't a straightforward, kicky-kicky job either. After all, have you ever heard of one that actively encourages you not to fight the aliens, robots, grannies, etc?

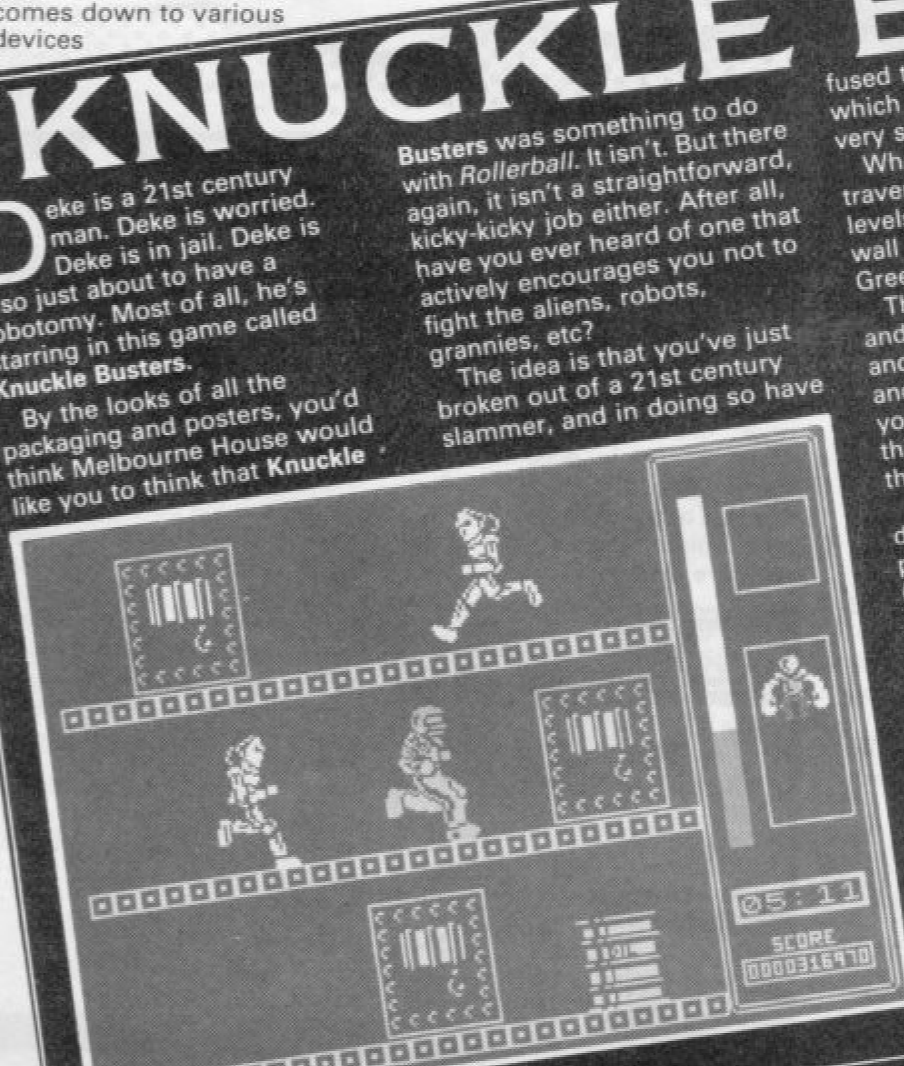
The idea is that you've just broken out of a 21st century slammer, and in doing so have fused the Central Computer . . . which is going to self-destruct very soon.

What you have to do is traverse your way across the six levels of the city, get to the city wall and then out across the Green Belt. Got that so far?

The 21st century is a bit flat and inhabited by labotomised androids who will run up to you and put the boot in quicker than you can say – "well actually I think Chelsea are rather good at this football business".

So you run along, up and down the three tiers of platforms, trying to avoid fights (so as to conserve your limited supply of energy – as shown by an on-screen thermometer), kicking inanimate objects, hoping to find food (Lucozade for extra energy) or keys that will allow you to open door to the next level.

Sprites are single coloured with alright rather than superfast animation. Fighting, when you have to, is not a very skillful affair – finger on the fire button, joystick left or right – blam, blam, blam.



Ardent mappers might think it worth a go, but it really needed better combat and a fabby sound track to make it even halfway interesting.

As, I'm afraid, it has neither, it makes you wonder why they bothered■

FACTS BOX

Arcade adventure/ martial arts hybrid that never gels. Needed something a bit special to make it interesting

KNUCKLE BUSTERS
Label: Melbourne House
Authors: Steve Taylor/ Paul Gomm
Joystick: various
Memory: 48K/128K

Reviewer:

★★★☆☆

Shake is produced by a small company called Keep Publishing from Leicester. It comes on a tape, and you load it into the Spectrum in order to read it. This idea has been around for ages and ages and was rejected as naff by most of the magazine buyers.

Keep, however, are still going and manage to produce a lively and informative pop music review.

For £1.49 you'll receive a tape (with a fairly rough inlay card) which you simply put into your tape deck and load. **Shake** comes in numerous parts, each load forming a different group of sections of the magazine.

The graphics are pretty slick. At the top of the screen, a two-colour digitised image of the appropriate pop band/singer will appear and, while these aren't particularly large, it's possible to recognise who the pic is supposed to be.

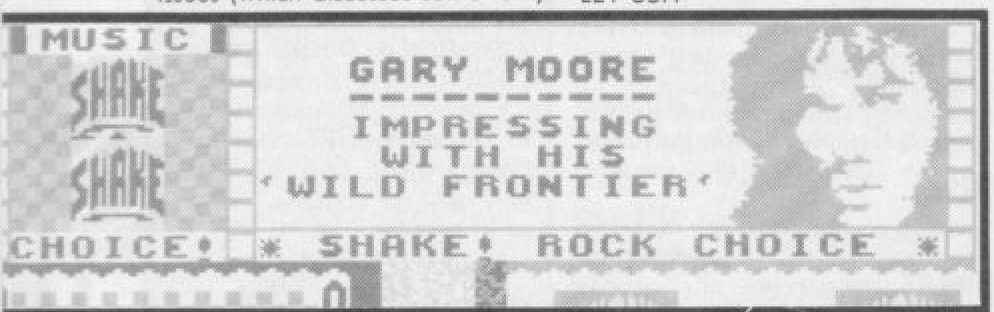
Regular sections in the mag are reviews, news, charts and Burning Issues (which discusses some fairly uncontroversial stuff). There's also Artist Spotlights where each month a different star is looked at in more 'depth'.

The program is entirely menu driven, and it's very easy to get out of a long section which you may have chosen by mistake. The screens are all very nice to look at and the text messages scroll up and across the screen in a pleasing, if not wholly original manner.

The main problems with **Shake** that (a) it's a bit expensive and (b) do you really want to be reading about pop music on your Spectrum screen – rather than *Smash Hits* or whatever . . .

Shake is definitely worth a look, just to judge for yourselves. For more info:

Shake
Keep Publishing
Suite 3.2
Epic House
Charles Street
Leicester
LE1 3SH





EMU (Entertainment Micro User) may be unfortunately titled but is a serious fanzine. No photocopied type-written text for the people behind this one.

There's the crusading editorial, interviews with software companies (Domark crops up again) and a fair few adverts too.

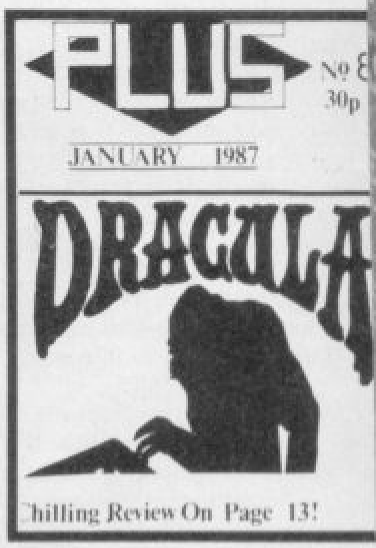
Everything is type-set in tasteful, justified columns. The pictures are locked away in square boxes and the writing is remarkably similar to mainstream computer magazines. **EMU** tries very hard to emulate a "real" game mag. That's fine if you're not looking for anything particularly original, but the asking price of 45p could get you a considerably more lively publication.

EMU
Telephone 01-251 9224

Plus (not to be confused with **Plus+ The Ultimate Computer Magazine**) is produced by David Burford and Raymond Mortimer. It first appeared in June '86 with hand-drawn headlines on white paper at a cost of 40p. Now it's 10p cheaper with computer-drawn and Letraset headlines, better design and coloured paper.

Everything you could want is here: screenshots, adventure reviews, news, tips and competitions.

Plus
29 Frimley Green Road
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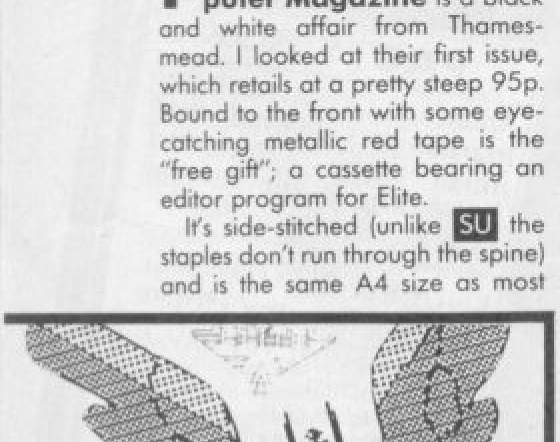
backstreet

Plus The Ultimate Computer Magazine is a black and white affair from Thamesmead. I looked at their first issue, which retails at a pretty steep 95p. Bound to the front with some eye-catching metallic red tape is the "free gift"; a cassette bearing an editor program for Elite.

It's side-stitched (unlike SU the staples don't run through the spine) and is the same A4 size as most computer mags around. At 34 pages – that's about 3p per page – **Plus+** isn't great value for money, but has some professional elements, bearing a relatively typo-free editorial on the first page along with an announcement that 5p from every issue sold will go to the Save the Children Fund. **Plus+** follows the archetypal computer magazine fromat closely. First up is the news, followed by eight pages of reviews, a Mirrorsoft interview, and then on to the predictable playing-tips, reviews, interviews, reviews, hardware and competitions cycle. It's enthusiastically written, often punctuated with upwards of four exclamation marks.

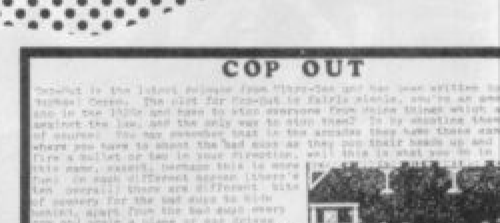
Plus+ is rough-and-ready. The price is unjustified but it still provides an entertaining read.

Plus+:
Mark Fraser
1 Leonard Robbins St.
Thamesmead
SE28



REM Newsletter lives on a single sheet of A4 paper and is free. Issue 12 has the benefit of their new logo and some Letraset headlines. There's a cynical review of Cobra on the front along with an introduction-cum-filler and a mysterious compo taster.

The text is type-written and looks as if it's been set directly onto the page around the illustrations. Although it looks quite nice, unsightly semi-deleted characters crop up occasionally. On the reverse side there's a pretty mediocre review of Cop-Out from



Mikro Gen and a report on the ZX Micro Fair. Lurking at the bottom of the page is the compo tagged on the front. The compo's an interesting piece of reader-manipulation. It's an on-going feature necessitating the entrant to own the past few issues of the magazine if they are going to get the answer right. A reasonable amount of information for the price of a stamp. Not bad eh?

REM
The Little Manor
Thorndon
Nr. Eye
Suffolk
IP23 7JJ



Armed only with a critical eye and a sharpened pencil, Jim Douglas bought a one-way-ticket to Fanzine City, where he ran across some of the baddest independent publications ever to roll off a photocopier. . .



Specscene is certainly my favourite among the fanzines featured here. It's the least professionally produced and the most straightforward. Barring the headlines' comic strips and occasional illo, everything is created on the typewriter of Andrew Steel. The pics come from Justin Kerry, and Mike Condron assits from time to time.

Specscene is A5 size (the size of an SU free booklet) and runs to around 34 pages each issue. Most of the space is taken up by reviews. Each program review covers two pages and, although there are no screen-shots, it's possible to get a good idea of the games solely from Andrew's writing style which, it has to be said, is very good indeed.





The typographical errors and reluctance to follow the guidelines of publishing are refreshing and endearing. There are no attempts to disguise short-comings. Instead, they are highlighted and turned around to the Editor's advantage.

The cartoon strips tend to steer clear of mainstream humour and instead opt for some surreal stuff instead. It's a kind of non-humour that works very well. Costing a paltry 20p, **Specscene** is a bargain.

Impact has a lot going for it (despite its dreadful logo). Mat Johnston (the Ed) and other regulars turn out a magazine that, while only running to about 34 pages, is choc-full of information.

It uses a nifty fold-out icon system for reviews. Each of the important features of a game – graphics, sound, animation etc – has it's own symbol. Those are marked on a flap which you can fold out while reading the reviews section, saving continual page-flipping.





The illustrations are largely attributed to Simon Waters, the art editor and are really rather good.

There's a fair bit of humour to be found, too, largely jokes about the magazine which, thankfully, prevent anyone taking it too seriously. For 40p **Impact** offers a dedicated look at Spectrum games and warrants investigation.

IMPACT
94 Rainsborowe Road
Colchester
Essex CO2 7JS



writers

Games Monitor is about as typical a fanzine as you could ever wish for. It's all black and white (apart from the single sheet of coloured paper that forms the cover) and is full of reviews.

The writers – Jeremy Fisk, Nicholas Fisk, Nicholas Rawlings, Steven Webber, Matthew Obaid and Richard Tanswell – seem to be seriously interested in 'giving the readers what they want' as the introduction on Page 2 explains: "A lot of people said you'd like a readers chart and next month we'll be starting one." Talk about reader influence.



The reviews are laid out in an odd format that groups all the text together and all the screenshots together. Instead of having a page with some text and some pix, *GM* opts to put a couple of reviews on a page followed by another pages called The Gallery where you'll find the appropriate screenshots, along with a reminder of the game's scores and a caption. I confess to liking this as, while neither arty or odd, it looks fairly efficient.

Elsewhere in the mag you'll find games tips and maps and a Next Month page, *Games Monitor* can be obtained from the address shown for a very reasonable 35p. If you're not after anything too challenging, you'll be OK.

Games Monitor,
Monitor Mansion,
14 Coed Parc Court
Bridgend
Mid Glamorgan.

The Bug is the longest-surviving fanzine to be featured here. It weighs in at a hefty 80 pages and covers the Spectrum, Commodore and Amstrad.

It's produced by Jeffrey Davy, Jaron Lewis, Kelsey Lewis and Danny Marcus. Davy and Lewis take the unassuming roles of Financial Director and Marketing Director. **The Bug's** main problem is that it bends over backwards in order to be right-on, occasionally shooting itself quite magnificently in the foot by going over the top. The review of Ocean's **Donkey Kong,** for example, claims that: "... once you start playing the game you realise quite how pathetically sexist the game is. Again we get the woman (beautiful and weak)... having to be saved by Mario... This sort of sexist dross shouldn't be marketed..." Nice one, guys. No danger of making yourselves look like the loony left there, eh?

Despite those faults, **The Bug** is professional. There's even an advertising pitch encouraging you to book a page. Domark was the only firm to try it, coughing up fifty quid for the outside-back cover.

For your 40p you get lots of reviews, playing tips and some competitions. It all comes on multi-coloured paper with black text and even the odd screenshot.

Bug Magazine
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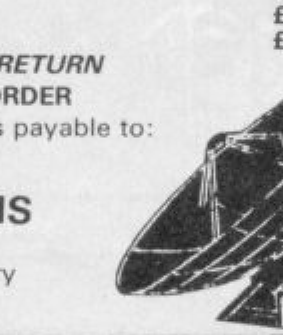
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The light, white, plastic ball rises to the peak of its ascent, pauses momentarily and begins the long journey down again. Player One begins to coil his arm back, the muscles tightening like Sean Penn's hand on the trigger of a ·38. The ball falls to the correct level and Player One unleashes the arm, catching the ball with the bat at an angle so acute the white blurr nearly disappears out of shot before the viewers' eyes notice.

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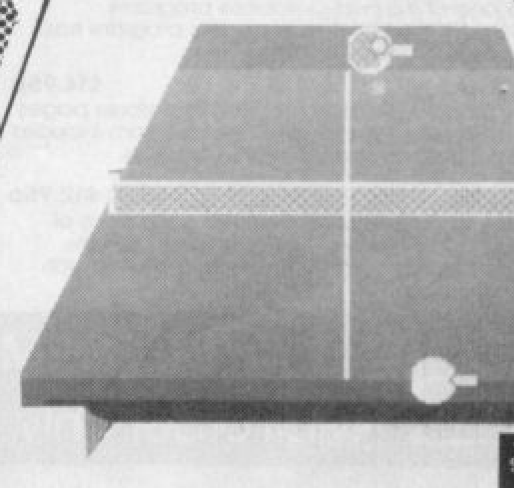
The Question:

Which of the following Desmonds was a well-known table tennis player (who didn't die in an air crash at all)

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B) Desmond Douglas
C) Desmond Wilcox
D) Desmond Island Discs
E) Desmond Morris

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TASCOPY by Tasman Software £9.90p
This program allows you to produce 3 sizes of screen copy using Interface 1.

New

SUPADRIVE £9.95
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CLEARING YOUR SPEECH

I've got a 48K Spectrum and a Currah Microspeech, and I find that some games don't work unless I unplug the speech synthesiser. Is there any way of disabling it without unplugging it, as the connector is getting a bit worn after three years!

Ian Waterson
Harpenden
Herts

● *Yes, it would be. . . And no, you can't easily disable the Currah without unplugging it. Some interfaces don't do anything until they're accessed, but with the Currah this happens automatically. After switching on the machine, try **Clear** 65535 as the Currah does snaffle some memory for itself. As to plugging stuff in and out, investing in an extension lead (from Boots, Saga and many others) can reduce this sort of wear and tear, especially if you get the sort with a little circuit board that sits between the cable and the add-on*

GETTING WARMER. . .

I've got a couple of problems. First, when using my Opus Discovery and my Spectrum 48K, after a couple of hours the commands Load"m";1 or Load*1; are no longer accepted by the computer. Plain cassette-type load still works, though. It's much the same on three different 48K Spectrums.

Second, I'm using the following routine, given to me by a friend, to print double-sized letters. However, it only works sometimes, and then with the occasional funny graphic. How does it work?

```
9980 LET H=USR (PEEK 23637+
256★PEEK 23638+9):PRINT A$
LET H=PEEK 23633+256★
PEEK 23634:POE H,244: POKE
H+1,9: RETURN
9981 REM STEP k
?8744;;MOVE!FOR ★Q/s#r <>
PRINT CLEAR THE OF (STEP
ERASE STEP INK
```

Do you thing the problems are the computer or the disc drive?

David Wornham
Droitwich

● *As the first problem occurs after a warm-up, and with three different computers, I think it has to be a timing problem with the disc drive. This could be worse if you're using an extension cable between the computer and the drive, which will dealy signals. This sort of thing happens from time to time (sic) if there's a component which is marginally slower than normal in the disc drive.*

The routine you're using works by having machine code to do the fancy font bashing in Line 9981, Line 9980 finds out where the machine code is, patches it into the Print command, and then de-patches it after the Print command. All jolly clever, but there's a chance that the machine code will cause problems with the Discovery.

WITH ANNOYING FREQUENCY

I use my Spectrum with an ITT portable colour TV and an indoor aerial. At times (very unpredictable ones) the TV starts to give out a high pitched hum. The hum sounds like a signal of some sort but I don't really care what it sounds like, it just bloody annoys me. I can stop the hum by pressing the TV screen but this leaves me severely short of fingers for key bashing (especially in extended mode!!!!)

Please help me (and my headaches!)

Paul Sharpe
Shrewbury
Shropshire

●*TVs and monitors use high frequencies to generate the picture, and sometimes a loose connection or screw can make these frequencies audible. When you press on the front you're probably moving something just enough to stop this happening. It's small consolation, but when you get older you get less sensitive to those frequencies. So, either a) wait 20 years, b) grow an extra finger, or c) ask a TV repair shop to give your TV a quick going over.*

DISCOVERING THE PLUS 2

I've got a 48K Spectrum and an Opus Discovery 1 disc interface. I'm thinking of upgrading to a 128K+2, but I'd like to know whether the Discovery will work with it, and will the joystick port still work?

Andrew Russell
Cherry Hinton (home of Acorn!!)
Cambridge

● *As it stands (or goes round), the Discovery needs a new Rom to work properly with a 128K+2. However, all your old files will be readable, and you'll find various new features like a bigger, better Ram disc. The joystick shouldn't be a problem. The new Rom should be available from the retailer who sold you your disc drive, or from Boots. Failing these you could try Opus at Ormside Way, Holmethorpe Industrial Estate, Redhill, Surrey, RH1 2LW*



A REGULAR CONSULTANT

I have been a keen reader of SU magazine for some time, and recently up-graded my Spectrum to a Plus via various articles in the mag and a kit from Sinclair. I have never been very good at computers, but I have used the Spectrum for games and have written short programs to do with my own profession as a corrosion engineer.

However I'm now starting up on my own as a consultant, and I feel that I may be able to save some money by using the Spectrum as a wordprocessor.

Which equipment should I buy to enable me to use the Plus as an office quality letter printing word processor? I imagine I would need an interface of some sort, a printer and what about disc drive, or can I stay with the taperecorder? I would like to expand to printing graphs or tables in the future, how about that.

R Moffat
Lisheard
Cornwall

● *If you envisage printing out graphics, then you have to get a dot-matric printer. The other main type – a daisy wheel – gives better quality type, but is more expensive, slower, and can't do graphics at all. The magic letters to look for on dot-metrix are NLQ, for Near Letter Quality, as this is almost as good as a typewriter typeface. Epson Compatability is another useful option.*

Then comes the interface. Try and get a parallel (Centronics) interface, as these are easier to use than serial (RS232). Also try and get one that supports some form of Copy instruction for the printer you're looking at, otherwise printing graphics could be tricky.

And there's the storage problem. You'll know all about tape, and you're the best judge of whether it will continue to be adequate as you use the computer more. If you decide it won't then have a look at the Opus Discovery One (Opus are on 0737 65080) disc drive. As well as having a printer interface built in, it's very popular so word processors are more likely to work with it. The SPD1 from LMT computers (0279 506801) also has a printer port, and has an Epson compatible Copy command built in.

A QUICK CONNECTION

Just a quickie – is there a way of connecting the Spectrum 128 and QL RGB output to the Amstrad PCW monitor? Also, how do I load Microdrive programs directly into the 128 Ram drive.

G J Hiscocks
Roquebrune Cap Martin
France

● *Well GJ, the PCW monitor and main computer are heavily interconnected there's no easy way to plug in an external signal such as from a Sinclair computer. At the least, it would involve extra circuitry inside the PCW, but if enough people are interested, write in and I'll work out the details.*

As to your second point, as it's not possible to open a channel to the Ram drive on the 128K+2 you'll have to Merge in the programs to a short one-line, which the Save's everything out again. Like this. . .

9999 INPUT "File name?" ;f$: MERGE *"m";1;f$:SAVE ! f$: LOAD ! "merger"

Save this line by itself on to the Ram drive by:

SAVE ! "merger" LINE 9999

Then type Run, and you'll be able to copy all your Basic programs on to the Ram drive■

NEXT MONTH
AXE HEROES

Phew! Wow! Rock Ennnn Rollll!

Prepare yourselves for the SU June Album.

Forget Joshua Tree. Forget Queen Live (we try to), tell Bruce Springsteen to take the highway out of here because the SU June megamix is gonna blow your socks off.

You want Pokes? How many you want? Five, Ten, Fifteen, Twenty – we got 'em. Track one is a unique series of specially designed POKE CARDS. We give you ten. There are twenty to collect:

- POKES THAT WORK!
- ON REALLY MAJOR AND RECENT GAMES!
- GET ON DOWN!

Sounds great you say? Lay those heavy tracks on me. Give me those poke cards now and how do I get the missing ten? All in good time... first let us tell how it all came about... (imagine swirly things happening here).

...The rock world was tedious, life was boring. Now That's What I Call Dull Volume 37 had been stuck at the top of the charts for months, having replaced the hugely tedious *London 0 Dull 4*. The single from the album *Dull Rap* looked like staying at the top of the singles charts for even longer than the turgid *Dull of Kintyre*.

Something new was needed – and only Tel Target – shadowy figurehead of Map Records – could find it.

Tel knew only one almost legendary rockstar (pulled out of retirement) could deliver the goods – David 'Wild Thang' O'Kelly. They arranged to meet.

David's leather trousers creaked noisily and his shades dropped a few centimetres. Tel knew David was interested. "I want an album so brilliant it will shake up the industry. Give me Fresh. Give me, Exciting. Give me Relevant. Give me..."

"Give me dosh" David said enthusiastically (but realistically) "and I'll get you the worlds greatest supergroup. Bigger than the Stones, bigger than U2, bigger than Nick Kamen, bigger than Anita Dobson..." And he did...

Lead Guitar: Jim 'Armani' Douglas – the youthful Douglas had turned down serious 'axe' offers from people like Bowie and Springsteen but jumped at the chance to work with his hero.

Drums: Gareth 'the beast' Jones – had a reputation as the heaviest drummer in the business. Wild-eyed and temperamental he sometimes needed to be tied to his drum kit until he felt better.

Keyboards: Graham 'so laid back I've fallen over' Taylor – Taylor could fit in more notes per chord change than anybody else and was the straight member of the group.

The hours in the studio were difficult. There were personality differences among the group, David – despite his wild reputation stuck rigidly to a high fibre diet and ate only egg mayonnaise sandwiches whilst Gareth consumed slabs of raw meat. Taylor never ate at all and Jim just sucked wallpaper paste through a straw.

The album developed. New tracks were rough-mixed every day, final touches were added, including guest appearances by the London Philharmonic, Eric Clapton, Bruce Springsteen all of U2 and Boy George. And Nick Kamen got in some sandwiches for himself. It was stupendous and fantasic and amazing.



Then one day, suddenly, the SU June megamix was complete!

POKE CARDS – kicking off SU June in a rousing fashion we've got strapped to the front ten brilliant Poke Cards each with the definitive low-down on how to get infinite lives on a major game of our time. Each mag has ten cards but not necessarily the same ten guards – there are twenty in all – so the idea is you get together with your friends and swop ones you don't want for one you do – to try to get your ideal set. Brilliant idea, eh?

ROLE PLAY – the final part of a trilogy of songs on this theme we bring you a complex and very addictive role-playing game to type in. It's got graphics, it's got killing. You'll love it.

WIN! WIN! WIN! – the June megamix has some awesome giveaway competitions, including your chance to grab a superb hand-made totally original Chess set and lots of copies of Rainbird's The Pawn.

REVIEWS – More reviews of more games that matter more quickly.

PREVIEWS – How else do other mags put their previews together. They're lucky we're here!



SU JUNE MEGAMIX SPECTACULAR
No 1 with a bullet May 18th



WIZZ BALL

Have you noticed the plethora of bouncy ball games around recently? Wizzball is another from Ocean.

The ball is called a cat – I don't know why, its pretty bouncy for a cat. . . and spherical. . . (perhaps it's a bad translation from the Japanese) and you have to bounce around shooting aliens and collecting things.

Impossible to say at this stage if it will be utterly addictive or terminally dull but as you can see from the pictures it's very bizarre.

Streetdate: Easter(ish. . .)
Price: £7.95



SLEAZY WHEN YOU KNOW

Stair-rod rain falls from the black sky on to the glistening sidewalk. The puddles are stained a gaudy red by the flickering neon signs touting services of every description.

Lighting my shadowed face with the angry glow from a drag on my cigarette, I pull up the collar of the trenchcoat (which has seen too many beatings at the hands of nature to be bothered any more) and continue down West 54th, back to my office.

Spillade is the name (and it's a very bad one, indeed). I'm a NYC private detective. I can live without comfort, as my place shows. It ain't fancy, but it's functional. I got my phone, my desk, my scotch. Just about the only thing I don't get right now is a case. What the hell. It's just a matter of time before some knockout dame will be at the door, desperate for my assistance.

The Big Sleaze is Delta 4's spoof on the highly romantic (and very sexually equal) world of the 30's detective. It features even more advanced things than the previous Delta 4 games. There's real multi-word input and more NPCs (non-player characters) than before (all accomplished with an early development version of Gilsoft's PAW – see review, this SU).

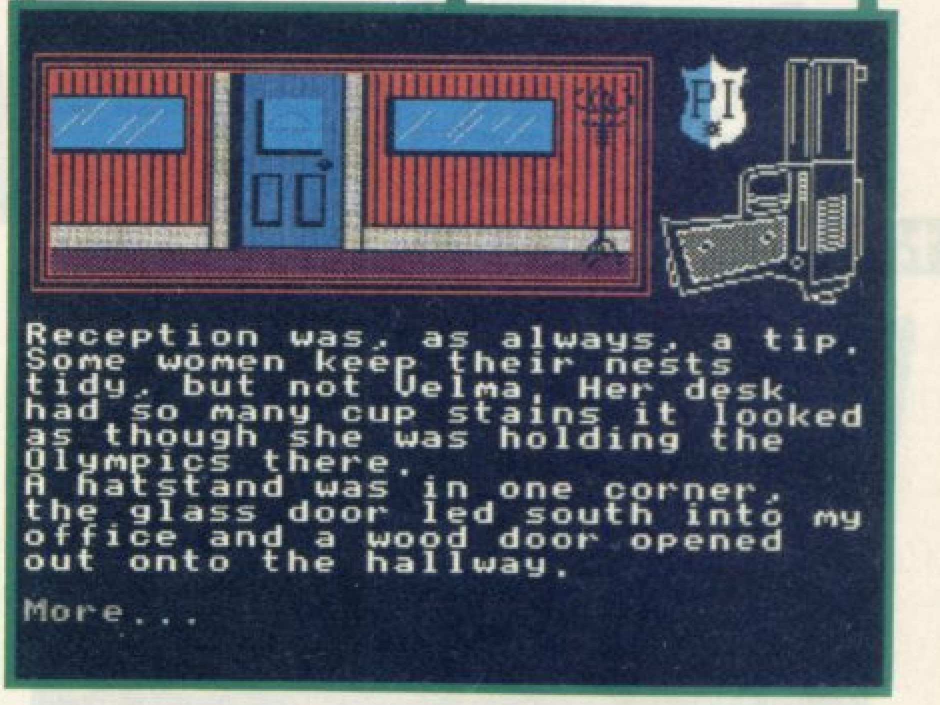
Although set in a markedly different environment from most of the McNeill Inc products – they've previously been strongly fantasy-orientated – The Big Sleaze is destined to retain the style we have grown to love hate, ie, bags of text choc-full of rather acid comments along with some graphics.

The graphics are promised to be a great improvement upon Fergus' earlier games although, from what I've seen so far, I'm afraid I remain unconvinced.

The actual aim of the game remains wildly unclear, and you'll have to wait and see what cases come along before you get any real idea of what if going on. And, it's big – three *Loads*, leaving just enough room on the flip side of the tape for. . . *Sceptical 3!!! Sceptical* is a series of marginally abusive and very funny programs in magazine format. While having very little use at all the bonus program is certainly another invitation to buy the game.

Streetdate: May.
Price: £9.95

SCEPTICAL 3



SOLID MICRONAUT!!

Now here's something really special – screaming down the truly wonderful 3D tunnels, passages and ducts of Micronaut from Nexus software.

No need to worry about the plot, just marvel at the graphics. OK, OK. So I know they don't look great when they're static. But when they get moving, and you're blasting hell for leather down a passage little more than three feet wide and everything moves around with such amazing speed and smoothness, you'll be impressed too.

The idea behind Micronaut is marginally akin to Hive from Firebird, but don't let that put you off. Sure, you've got to explore, map and learn the twists and turns of an enormous maze of passages which contain all kinds of nasty nasties. But it's all been programmed by Pete Tau Ceti Cooke and consequently it should be a pretty solid blast.

The other big difference of Micronaut compared with Hive (apart from the fact that the games are really totally different, as I'm sure Firebird and Nexus will confirm. . .) is that the graphics are SOLID. Hive was mainly wire-frame stuff with a very flexible feel. Micronaut's representation adds more texture to both the tunnel itself and the objects which fly out of the tunnel at you.

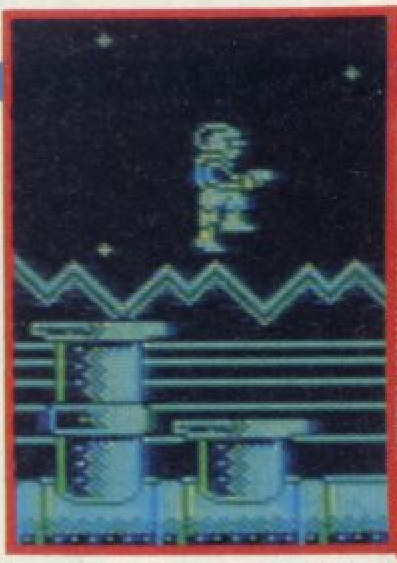
The movement in Micronaut is so smooth too. Things don't jerk across the screen in the irritating fashion to which we have become accustomed.

Take my word for it, this one is going to be mega. Probably.

Streetdate: to be announced.
Price: to be announced







GUNRUNNER

This is more like it! No boring plot with Gunrunner. Hewson finally does the decent thing and stops pretending that games need reems and reems of instructions. Gunrunner is as simple – storyline wise – as anything around. A planet named Zero is under attack from Destrovia (sounds a bit eastern blockish to me. Not particularly politically sound, having a go at the Commies is it? OK forget the sermon and back to the game) a big bad warring planet.

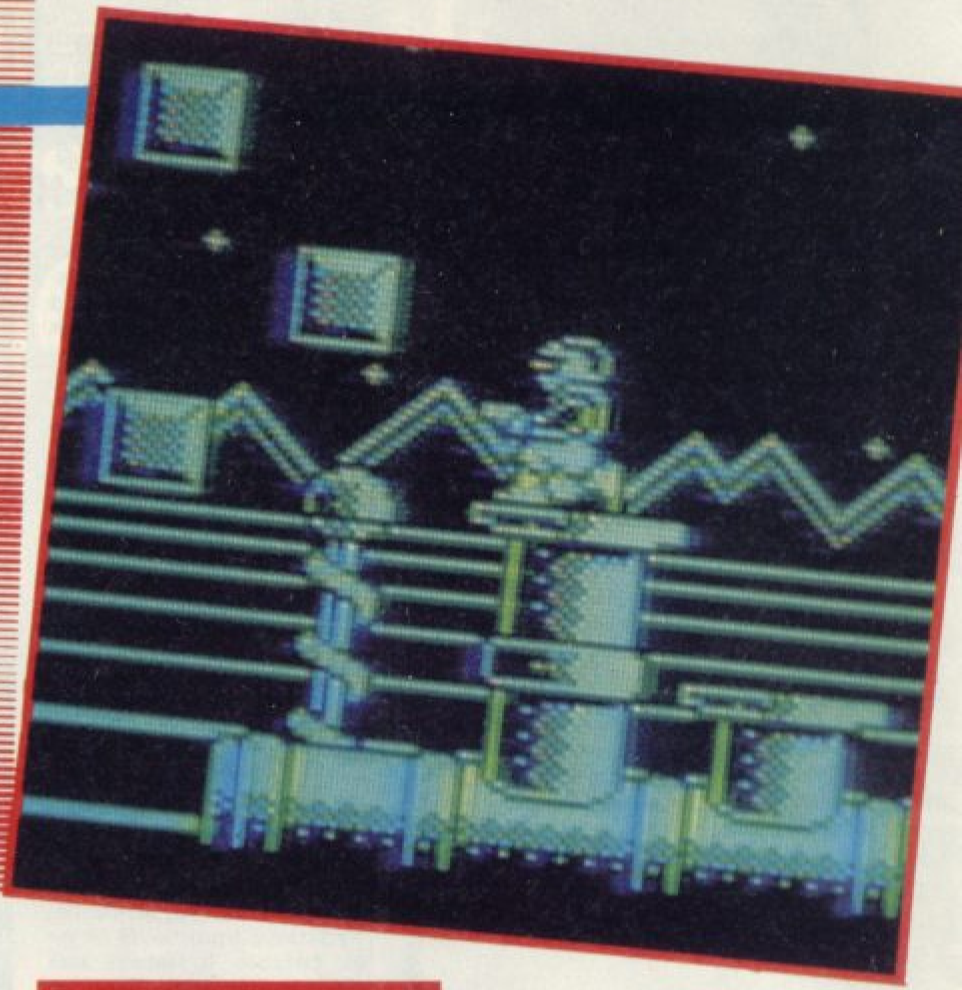
You're Gunrunner, an innocent, peace-loving resistance fighter, dragged into the horror of conflict by the loyalty to your homeland etc, etc.

While Gunrunner doesn't actually seem to be doing a whole lot of killing in this picture, we are assured that the game is choc-full of blasting horrible alien affairs into little pieces.

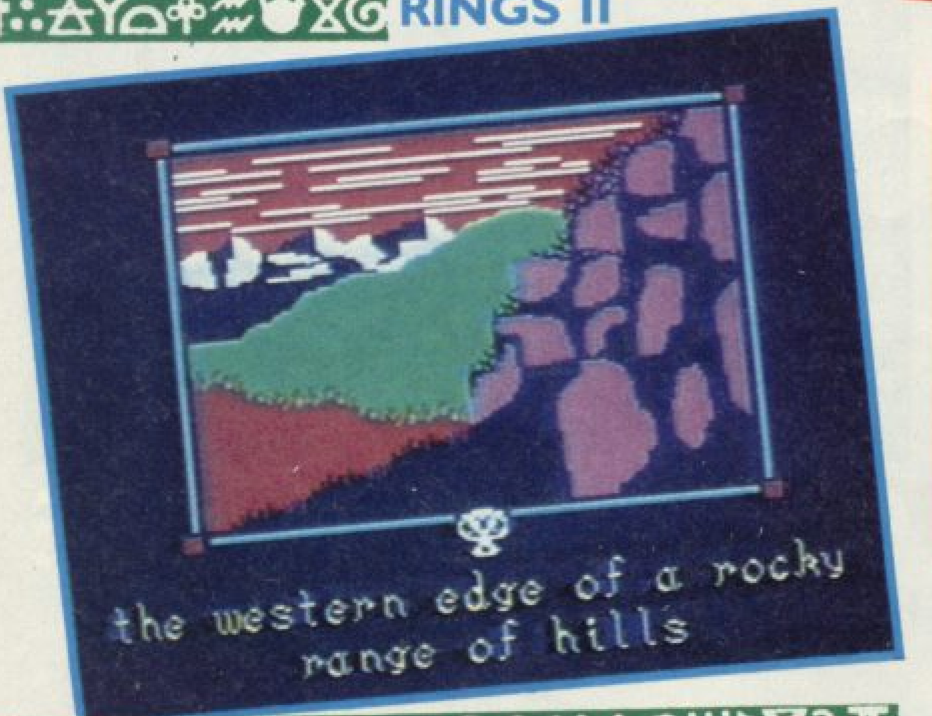
Also available to assist your mission of death and destruction are jet packs (enabling flight), shields and poisons.

Gunrunner was written by Christian Urqhuart (he of Robot Mesiah, remember that?) and is, we are informed, 'set to join the never-ending list of Hewson successes.' And why not?

Streetdate: May.
Price: £7.95



RINGS II





Here we have the sequel to Lord of the Rings. It, like its predecessor, comes from the splendid people at Melbourne House, and is based on a Tolkien book. Not being a big fan of old Tolkers (oooh! controversy!) I was unable to find much to rave about in the first game. Still, I'm sure this one will be totally fantastic.

With Shadows of Mordor, we are promised that things will be markedly improved and the problems will be even more interesting than in the first game.

It's based on Tolkein's novel *The Two Towers* and closely follows the plot but allows the player to wander off and do things not in the book. Sounds like a bit of a contradiction to me. . .

You've also got the benefit of an 800 word 'Inglish' vocabulary. Offering scope for even more interesting conversations with characters and even more bugs.

See what you think of the screenshot. I reckon it's pretty but the game is, as yet, an unopened book (Oh dear – Ed).

Streetdate: June.
Price: £7.95

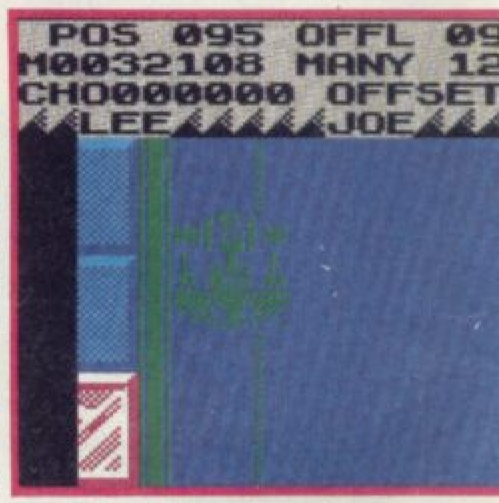


QUARTET

Anyone who went to the *PCW Show* last September could hardly have missed the crowds that flocked around the SU stand. One of the biggest attractions was the coin-op version of Quartet from Sega. From first thing in the morning 'til late at night each day a constant stream of would-be space warriors tried their hand a cooperative alien bashing.

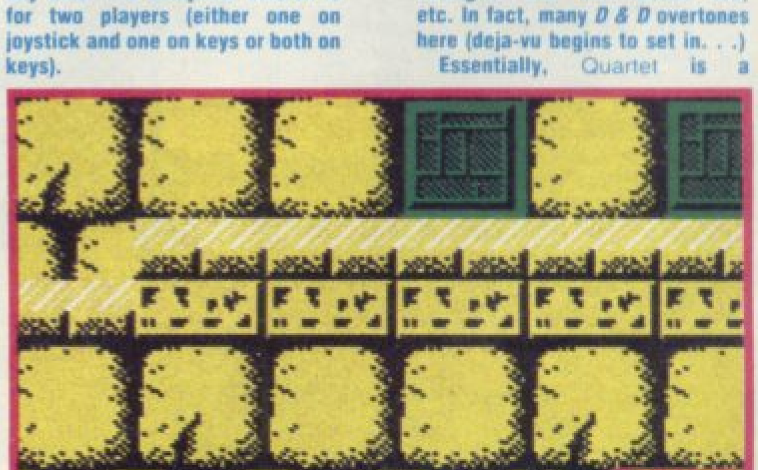
Now, thanks to the people at Activision, you can play Quartet on your Spectrum.

The main appeal of Quartet was the Gaunteteque elements which allowed up to four players to join in and attack the bad guys. The arcade machine had four joysticks and each player could move around at any time. The computer version is for two players (either one on joystick and one on keys or both on keys).



As in the arcade version, the team of four possible players comprises Lee, Mary, Joe and Edgar. Each have their own attributes and strengths and weaknesses etc, etc. In fact, many *D & D* overtones here (deja-vu begins to set in. . .)

Essentially, Quartet is a



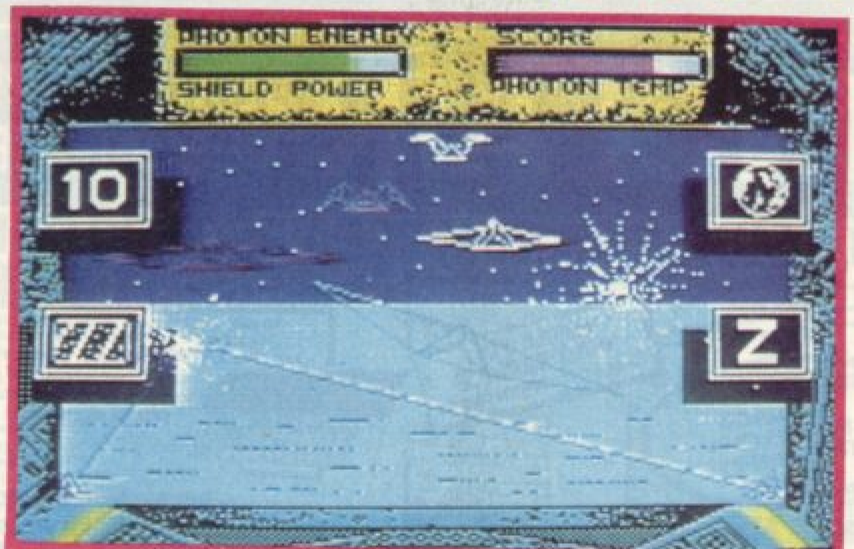
COSMIC TAKE #2

Mmmm. Martech's Cosmic Shock Absorber has undergone a few changes since we saw it last. Initially it was a fast-action blasting affair with semi-3D sprites.

Well, after deliberating long and hard about what problems big solid characters would cause, (lack of speed, vast consumption of memory etc) Martech's decided to have a re-think. That is, a complete rethink (throw it away and start again kind of deal). And this is what it's come up with.

It's still set around the escapades of Cosmic Shock Absorber, a desperately hopeless superhero but the graphics are all changed. Gone are the large solid sprites, replaced by wire-frame animated vector graphics. They look quite nice in fact. One wave has some pretty Star Glidery bird-things which flap their way toward you.

Owing to the fact that Cosmic is a fairly rubbish superhero, he can't afford a particularly good spaceship. As you endeavour to save the earth from alien attack, bits and pieces from your ship will continually pack up, forcing you into the sub-game.



The sub-game involves a circuit-board affair with lots of flashing coloured bits. Depending on which part of your craft has gone wonky, you have to perform a different combination of actions to put it right.

Assuming Martech doesn't have another change of mind, Cosmic should look pretty similar to this when it emerges.

Streetdate: probably around Spring sometime.
Price: £7.95

BUBBLES BURSTING

Ultimate. It's a funny old company isn't it? First it insists on locking itself away for months and months, being ludicrously secretive about its products and then it unveils. . . exactly the same game as all the others except bearing another hi-art inlay card and some even more convoluted instructions.

Call me a miserable old cynic if you want, but Ultimate's eternal use of superlatives and adjectives to describe its games is wearing a little bit thin.

"Can you cork the bubbler?" asks the blurb, before promising: "true 3D, multi-directional masked 3D scrolling things, 30/45° slopes, trapdoors, bottles, bubbles and aliens." The last few seem to lack excitement value for some reason, but that's always the way with Ultimate's stuff. Like when it used to describe the graphics umpteen different ways in order to make the list of "features" appear longer.

The idea of Bubbler is to put corks in bottles, thus stopping the increasing flow of alien beasts which for one reason or another appear from the vessels.

Even US Gold (which is supposedly in charge of what happens with Ultimate's games) couldn't tell us anything about the program other than the limited info it's been sent by the shadow-cloaked designers from Ashby de-la Zouch. As far as I could ascertain, the game is supposed to be released next month.

Guess that's what they call teaser marketing. Crap innit?

Streetdate: June.
Price: £9.95







straightforward shoot-em-up in the style of the old Ultimate game Jet Pac and Lunar Jetman with some Defender elements thrown in for good measure. You can play simultaneously, although problems arise when each player wants to go in a separate direction. Still, that's all part of the co-operation thing.

Lots of different backgrounds in the Spectrum version. As you progress through the different levels, each becoming more and more tricky and you get presented with ever-more impressive backdrops for the action.

Available for your collection and use are jetpacs and improved lasers. We'll give you the critical story next month.

Streetdate: May/June.
Price: £9.99

SWEEVO TURNS HYDROFOIL

Gargoyle Games has come up with some very strange concepts in its time. From early efforts with things like Ad Astra (a 3D space game) through Tir Na Nog and Dun Darach (trading/adventure game with big graphics) to Shockway Rider (odd race/fighting game) it's rarely followed so-called trends and has preferred to go its own way about things.

Hydrofool is the sequel to Sweevo's World, which in turn was a bit like Ultimate's Knight Lore and all its clones only funnier and instead of having a fairly straight storyline, graphics etc it was all kooky graphics and mad puzzles. Hydrofool continues to chronicle the misadventures of Sweevo, a pathetic hero if ever there was one.

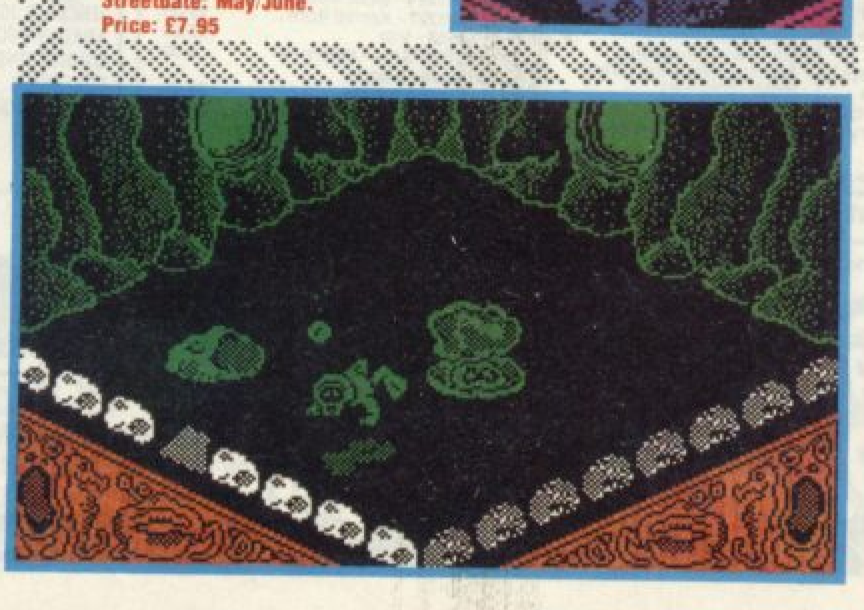
Sweevo finds himself reluctantly transported to an underwater world by the name of Deathbowl (highly inviting).

Hydrofool involves your usual map-making foray into previously uncharted areas of a very odd world while solving problems and avoiding death at the hands of the fiendish beasties.

Check out the pic.

Streetdate: May/June.
Price: £7.95





MYSTERY

More on Dinamic and a game we can't say much about and which hasn't got a name or release date yet. (This isn't too helpful so far is it?) Unlike the only OKish Army Moves this one looks like something special and features a gormless superhero who leaps about in authentic *Superman* manner and searches a planet surface for some reason or other. Very Ultimate with its large ultra-cartoonesque animated graphics and touches of wit. It promises to be something special. No pics, just thought you'd like to know. . .

Streetdate: anybody's guess.
Price: not yet, not yet. . .

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OCEAN RENEGADE

Questions will be asked in the House of Commons, guardians of the nation's welfare will be up in arms. Ocean is converting Renegade to the Spectrum. Renegade, if you've never seen it in the arcades is a game so violent it makes Rambo look like Adrian Mole.

The original Taito coin-op features several levels of street gang warfare. Your hero takes on gangs of bikers, whip-welding leather-clad women and generally brutalises his way around a variety of scenes of urban decay.

There is much kicking, punching and leaping around – you can even knee people in the groin and kick them when they're down. It's almost certainly thoroughly politically unsound but hell, it's great fun to play.

It's not yet finished but Ocean promises a very authentic conversion. The bits we've seen make us believe so anyway.

Renegade may prove to be the ultimate Kung Fu game – none of that silly bowing ritual stuff, just thumping people.

Sounds like a winner to me.
Streetdate: not confirmed.
Price: not confirmed

ONLY ONE CATCH – CATCH 23

Edging its way towards us in black and white 3D vector graphics comes Catch 23 from Martech.

Set on a desert island converted for nefarious military goings-on, the game casts you in the role of a secret agent – your mission to destroy the heart of the CK23 design project having stolen the plans for your own ends.

CK23, it emerges, is a kind of aeroplane that can do all manner of exciting flying tricks while destroying everything in sight. Obviously, such a revolutionary development in weapons technology is heavily guarded. . .

On a moonless night (negating the need for colour – oh, *dear*) you find yourself parachuted on to the island and left to fend for yourself.

OK, so now you've got the general idea. Kind of a bit like Elite/Gyron with the odd thing to shoot at. The main diversion from this rather over-played formula is fact the fact that the guards that leap out from behind the numerous buildings are going to be sprites. Quite how well the technique will work or indeed how it will work is a bit of a mystery to me. But, if true, the effects could be interesting.

Having wandered around for a few minutes, you'll probably get a little more confident and feel like exploring the buildings which litter the island. Each has its own purpose. Many were homes, now abandoned owing to the miliary overrunning the area and forcing the civilian population to leave.

It will be possible to map the island – and I'm sure it will be essential if you are to succeed – and speedy exploration of the island can be achieved by hopping on one of the shuttles that run regularly from place to place.

If you're into a bit of 3D, Catch 23 promises some jolly fine things.
Streetdate: June.
Price: £8.95

SPANISH ARMY MOVES

Dinamic is, according to the publicity, Spain's Ultimate (Ultimate as were). So famous is the software house in its native country it appeared on the front of Spain's equivalent of the *Sunday Times* magazine. Ocean (what a surprise) has the licensing rights for the rest of the world.

The first product from Dinamic is Army Moves, which proves to be a sort of Green Beret, left-right scrolling affair. In different stages you control a jeep and a helicopter, run on foot through a jungle and eventually come to an enemy base were you find some secret plans and save the world. It's a bit like the chocolate ad. You blast things in all directions and generally wizz about getting shot a lot. It doesn't look that astounding, though the graphics are quite big and smoothly animated but the game is very, very long (possibly two loads on 48K) and should appeal to Beret fans everywhere.
Streetdate: May.
Price: £7.95

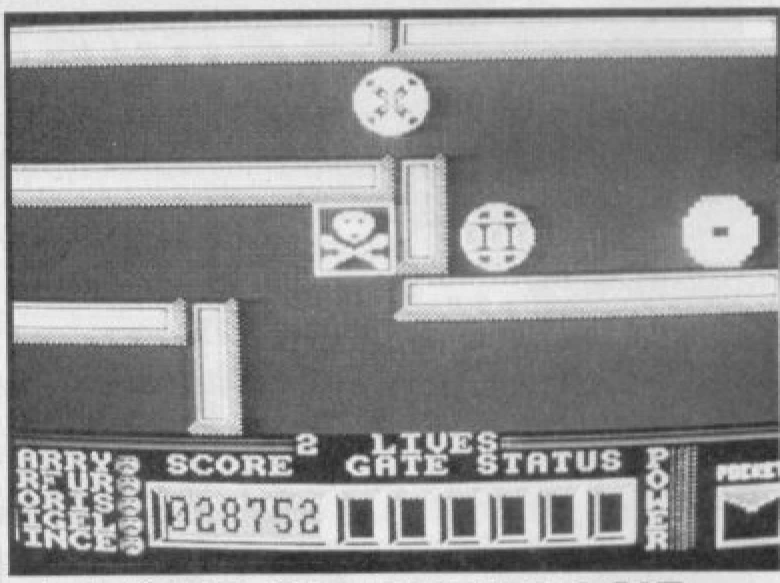
PAWN TWO

God, Guild of Thieves looks like a brilliant adventure.

It's even moe amazingly brilliant than The Pawn which was just about as completely amazing as anything could ever be. That's what Anita Sinclair says, anyway, and I'm too frightened to disagree.

Guild of Thieves retains much of the setting of The Pawn. In it you are a sort of YOP scheme criminal, working your way up the criminal ladder by increasingly ambitious acts of theft. In particular you have to ransack an entire Island and give the goodies to the Guild.

Described as 'straighter' than The Pawn, whatever that means, Guild is supposed to have a 'brilliant' (= very good) parser and puzzles which start easy and get difficult. There are 130+ 'interesting' (= not utterly boring) locations. It'll be 128K only and it won't have the stunning pictures the ST version has. May well be good though.
Streetdate: April
Price: £14.95



FINGER ON THE PULSIE

My my. Doesn't this look absolutely dreadful? Well it's not. It is, in fact, very good indeed. A veritable different kettle of fish from most games around at the moment.

In Pulsator (ooer, no don't start me off madam etc, etc), from Martech, the graphics have been given secondary priority the intricacies of the gameplay and problems.

So even though it doesn't look too good, it's supposed to play really well. Pulsator is set on a weird and not particularly wonderful prison planet upon which some allies of yours are being held captive. Pulsies (which sound vaguely obscene, but I'm not quite sure why) must be located and rescued if your mission is to be successful.

The prison is patrolled by fifteen different types of guard and it's vital to get to know what each guard will do to you if you are unfortunate enough to be touched.

A large proportion of the game is tiral and error as – for the first few plays at least – you will have to spend most of your time flying around and intentionally crashing into the guards.

Some of the more interesting effects they can have upon you are:

- Reverse the control options (up becomes down, left becomes right etc.)
- Steal all of your objects
- Disable your gun

Some other aliens may actually have a beneficial effect should you bump into them, offering you brief immunity from harm or something similar.

The main problem in the game is going to be learning how to operate and manipulate the combinations of all the gates you will encounter. As most of the map is made up from narrow passages, everything is quite labyrinthine. Each passage has a couple of gates along the way. Each gate has a key which sits on the floor. Passing each key will render its appropriate gate either open or closed, depending on what state it was in when you reached it. And on the more complicated later levels with a higher frequency of gates you'll have to carefully plan the sequence of open gate-close gate-open gate to get through.
Streetdate: May.
Price: £7.95

CHOLO VICTORY NOW?

Those who can remember back to the heady days of October last year will recall a preview of Cholo from Firebird. We told you that it was going to be a sort of cross between Elite and other things too.



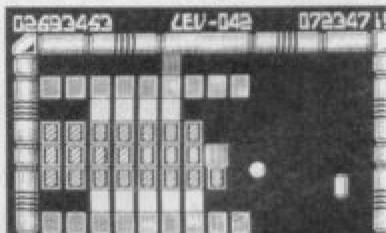
We said that it was going to be very expensive. And we said it would be out before Christmas. While being spot on with the first two of these predictions (it's very much like Elite except there are some buildings to bump into and the storyline is more convoluted and it will cost either £9.95 or £12.95 depending on which figure Firebird finally settles on) we blew out on the third.

Foolishly we neglected to take into account that Firebird works by a calendar all of its own and therefore doesn't have to go with the flow of space time continuum, deadlines etc.

Still, we're sure that having positively careered past the original on-sale date it will be an even better product for the (six months) extra time the programmers have had to work on it.

Set in a world stripped of all life by nuclear war, Cholo is a story of the last remaining humans' battle for survival against a race of robots that would rather not have them around.

Everything happens on the VDU screens of the monitors in your radiation-proof bunker beneath the ground. It's up to you to find a way through the computer simulation and out into what remains of the real world.
Streetdate: 'May'.
Price: either £9.95 or £12.95 (they're decisive lot at Firebird)



KRACK OUT

Here's a quick look at Krakout from Gremlin which came in just too late for review (hurumph). As you'll probably be aware, it's very like Ocean's Arkanoid turned through 90 degees. Arkanoid was an SU classic so this could well be pretty nice too. Watch out for next month's review for the full low-down.
Streetdate: right now!
Price: £7.95

ZYN HERE!

Dominic Robinson is special. He's the bloke who's responsible for inflicting Uridium upon an unsuspecting world.

So anything he gets involved in has got to be at least a little bit interesting. Currently he's teamed up with John Cumming to produce – again for Hewson – a frenetic little blast called Zynapse. More info next ish.
Streetdate: June.
Price: £7.95

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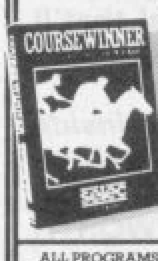
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Remember a few months back and Gremlin's ponderings on the phrase "I am the proud owner of a humble Spectrum" and what phrases might be suitable for other computers?

Here are a few more that have mostly been contributed, for which many thanks for your delectation:

- "Hello I am the owner of the Vic 20".
- "Hello I am the masochistic unable-to-learn-from-past-experience owner of a Z88 although actually I haven't got mine yet but I did fill in the coupon and that usually means it will be delivered in 28 days doesn't it?
- "Hello I've got a ZX81, I don't suppose you want to buy it do you?"
- "Hello I've got a PCW 8256, I don't suppose you've got a book explaining the manual have you?"
- "Hello I'm the completely satisfied owner of an Amstrad 1512 and one thing it certainly doesn't do is overheat."
- "Hello the man in Dixons said my Commodore C16 was a very powerful machine."
- "Hi, there I'm the cell phone using owner of a Psion Organiser 2, I wish I had a Filofax instead."
- "I've got an Aquarius which I think is a very powerful machine and you know the person with a ZX81 for sale about five sentences back – I'd like to buy it from him to upgrade my system."

Any more suggestions will be welcomed with open arms etc.

NEXT MONTH ▶

Gremlin has just secured a deal that'll set the whole industry reeling.

Strapped to the *inside* of the next issue will be an ENTIRELY FREE GAME TAPE WORTH £9.99!!!

And don't forget, this tape is exclusive to Gremlin and won't be repeated anywhere else.

It's the offer of the decade and comes completely free with the next issue which, incidentally, will be on sale at the special one-off price of £10.99 (owing to the rate of inflation and the lack of trees.)



Good to know that the software industry is still as completely without taste as ever.

Check out this publicity photo. Tasty eh? Bit of all right, know what I mean? On her knees for reasons which are unclear to Gremin but which are certainly deeply suspicious is the lovely Maria Whittaker.

Either side, not kneeling but standing erect is the programmer of some new game and one of those 'hire a comic character' type people. This guy or people very like him have turned up in quite a lot of computer press photos. This is because the people who think up these ideas to promote computer games are not very imaginative.

Anyway the question you all want answered is 'does Whittaker or anyone like her appear in the game?" Could there be (gulp) DIGITISED IMAGES (gulp gulp)? Well, here's the answer: No. Want to hear something even more disturbing? This totally naff promotional picture has been 100% successful because SU (and a good many other magazines) have printed it and not a few of our readers will have ogled it.

Ethics. Ain't it a funny thing?



Star Trek Watch
Stardate: 1234/567/8910
The ST version is almost certainly nearly ready. The nearly out, Mike Singleton who created the game design thinks he might possibly have seen some screens from a Spectrum version at some point but on the other hand it might have been something else.

Gremlin

Big Al Sugar 'as been getting a bit upset recently. Hardly a day passes without Gremlin hearing that Al's boys have been knocking on yet another unfortunate's doorstep.

First to receive a legal battering was some company that decided to call itself Amstrad – this was a big mistake. They gave up.

Next up Amstrad sent a nasty letter around to all the magazines warning them not to the call Sir Clive's new Z88 the 'Sinclair Z88' at least one mag made this error and had to do some serious cringing.

Just recently what bastion of artistic standards, scrupulous fairness and Micro Live should find itself on the receiving end? But your Oxbridge friends and mine – the dear old BBC.

Seems the BBC publishes a magazine for technical staff called Radar or Aerial or Reception or something equally imaginative and in it was repeated albeit in disguised terms a supposed assertion by a University Department and some research bod at British Aerospace or somewhere that the Amstrad 1512 overheats.

Anyway it turns out that the information in the article was completely and utterly wrong in every way, since Amstrad has now produced letters from British Aerospace and the University department denying that anyone ever said anything about overheating and if they did it was due to insanity and they were abroad at the time and hadn't been feeling well recently and Oh please, please save us from Amstrad's lawyers. . . The BBC coughed up.

The way things are going Gremlin suggests that you be careful next time you feel like saying something like 'the tape machine in the Plus 2 is naff and the Plus 3 will be massively overpriced if it costs more than £199' be careful – you never know who might be listening.

LAST MONTH'S CAPTION COMP

The explorer who so kindly volunteered to be ridiculed in this area last month was a little disappointed by the response. Gremlin too became rather irritated by the "All because the lady loves..." entries. All in all, it was a fairly mediocre effort.

As ever, there were a handful that stood out from the pack. Among these was Daniel Flippance from Newport who pictured The explorer saying "I've been everywhere, seen everything, but nothing as bad as this!" David Davis from Northern Ireland's entry read "Oh Damn. I've forgotten the Sellotape for the Rampack".

"I am well equipped if anything should go wrong with the ZX81" earned Clayton Freke a mention.

So it's down to a final two. Robin Hough's "Look, are you sure there are no local shops for ZX81 software?" Just lost out to Neil Evan's "God! I hope I can get rid of it this time" A gloriously crisp cheque for £20 will be winging its way to Powys on the next carrier pigeon.



GREMLIN CAPTION COMPO NO. 7

Caption Compo No 7 brings you the late Harold Macmillan, Sir Clive and a little doggy. What is Harold, Clive or the dog saying?



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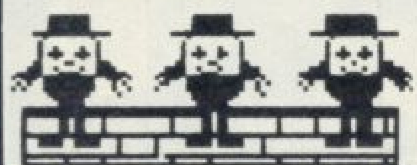
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You can fill in objects with colour, insert text or draw freehand, save and load completed or partially completed screens onto and from tape.

With the 48K Spectrum it can store screens in the memory and animate them.

You can also use the machine codes in your own programmes for selecting from a menu, playing games etc, (all entry points supplied). The interface fits neatly into position and comes complete with software casette.

£14.95



THREE CHANNEL SOUND SYNTHESISER

This three channel sound synthesiser interface incorporates a BEEP audio amplifier which improves enormously the sound quality and output of the BEEP. The three channel sound synthesiser adds a totally new dimension to the sound on your Spectrum. It allows you to program your own music with harmonies, explosions, zaps, chimes, whistles and an infinite range of other sounds over the full eight octaves.

Based around the popular AY 3-8912 sound chip it gives complete control (from basic or M/C) over three channels of tone and/or noise plus envelope and volume control.

It comes with it's own pod mounted (4 inch) speaker with one metre of cable so that it can be positioned anywhere.

Once this has been fitted to the expansion port your programmes will never sound the same again.

£24.95



CENTRONICS PRINTER INTERFACE

The DK'TRONICS parallel Centronics Interface will link your Spectrum to any printer with a standard centronics input. As the choice is vast you can select the printer exactly suited to your needs.

The features of the interface includes:-

Runs all parallel centronics type printers.

The controlling software is fully relocatable.

It interfaces with any software using the printer channel e.g. Tasword DEV pack etc.

LLIST PPRINT is recognised.

There are high resolution screen dumps.

All control codes are allowed through the printer.

It is fully microdrive compatible.

It comes supplied with full instructions and controlling software.

£29.95

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Phone 0493 602926 (24 Hours), Telex 975408.

TRUM

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e potential of the Spectrum computer and compliment it's design



DUAL PORT

The Spectrum dual port joystick interface is highly versatile and competitvely priced. It offers two joystick ports. The first simulates 6,7,8,9 and 0 keys, the second, simulates in (31) command.

The ports will accept any Atari style joystick and runs auto fire type joysticks.

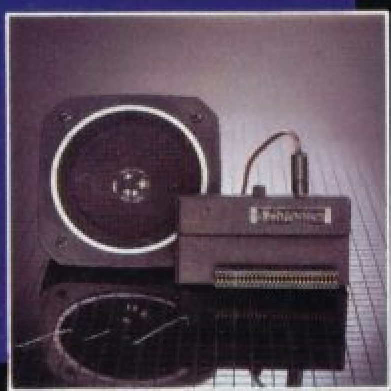
It will run any software using keys 6,7,8,9 and 0. Having redefinable key functions using in (31) i.e. Kempston

£13.00

SINGLE PORT

This budget priced joystick interface is supplied with one joystik socket using in (31) as above.

£9.95



SPEECH SYNTHESISER

This simple to use speech synthesiser includes a powerful amplifier and a 4 inch speaker. It uses the popular SPO/256 speech chip and has an almost infinite vocabulary.

It is supplied with text to speech converter software for ease of speech output creation.

Everything you wish to be spoken is entered in normal english without special control codes, making it extremely easy to use.

The voicing of the words is completely user transparent and the computer can carry on with it's normal running of a program whilst the synthesiser is talking.

£24.95



PROGRAMMABLE JOYSTICK INTERFACE

This superb new interface allows you to use a joystick with any game. It is supplied with software to allow you to simply program it or you can program it directly from your keyboard without using the software.

Features include:-
A 17 way directional movement
A fully functional keyboard.
A rear connector for other add-ons and is microdrive compatible.

£14.95

HOW TO ORDER

DK'TRONICS products are available in all good computer shops but can be obtained by completing the order form below and returning it to DK' TRONICS, or by phoning and quoting your Barclaycard or Access number.

Orders are normally despatched within 24 hours.

Should you have any further queries concerning our products do not hesitate to give us a ring.

All prices include VAT.
All DK'TRONICS products are covered by a comprehensive guarantee.

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